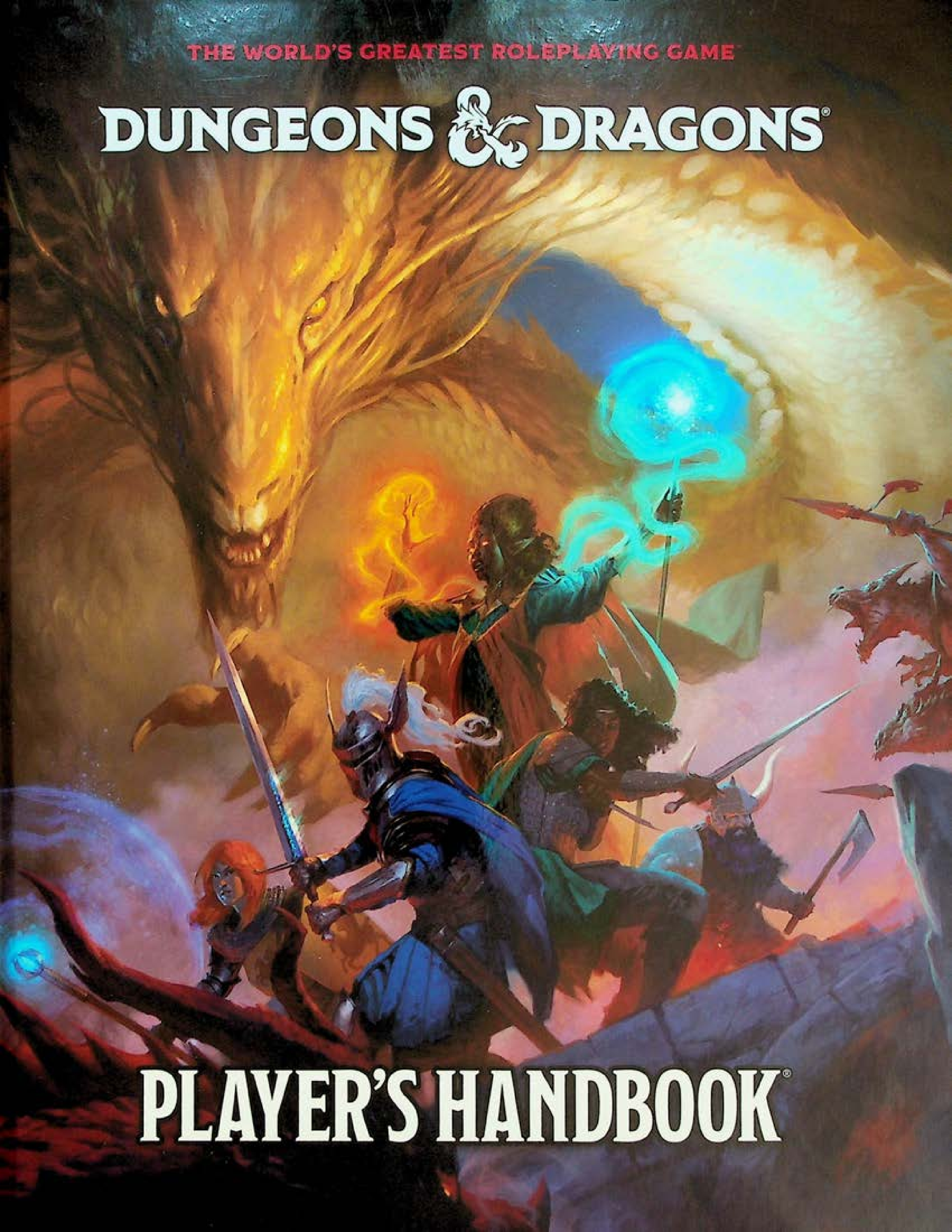
THE WORLD'S GREATEST ROLEPLAYING GAME™

DUNGEONS & DRAGONS®



PLAYER'S HANDBOOK®

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INTRODUCTION

WELCOME TO ADVENTURE

THIS STORY BEGAN 50 YEARS AGO, AND YOU'RE PART OF *it. In the 1970s, Gary Gygax and Dave Arneson created a game of make-believe that fused rules with storytelling. There'd never been anything like it: a game in which each player made their own fantasy character and teamed up with their friends to go on quests. One person served as the narrator and referee—the Dungeon Master—and did everything they could to challenge and delight the other players. That game was, of course, the first version of Dungeons & Dragons, and you're now reading its latest version.*

Over the decades, millions of people have played D&D, and scores of writers, game designers, and artists have made their mark on it through its various editions. When our team released the current edition in 2014, we were humbled by how many of you loved it. This revised version of it is a salute to all of you—those of you who've been playing D&D for years, those of you who've contributed to the game through your feedback, and those of you who are about to experience the joy of playing it for the first time.

As a teenager, I met both Gary and Dave. I even spent an entire day with Gary, and we did what all D&D fans do: share stories about our adventures in the D&D multiverse. I invite you to embark on such adventures anew. Share as much laughter as you can with your friends. Use only the rules that serve your fun, and always follow your group's bliss. So many people have been enjoying the magic of D&D for half a century. Let's keep it blazing for another 50 years!

—Jeremy Crawford

ARE YOU READY TO EMBARK ON FANTASY adventures with your friends? DUNGEONS & DRAGONS invites you to play imaginary adventurers who delve into dungeons and other perilous locations together, face fearsome foes such as dragons, and build friendships forged amid fantastical dangers.

Fueled by imagination and rules, D&D invites you to adopt a fantasy persona—a mighty Fighter, a cunning Rogue, a faithful Cleric, a magical Wizard, or something else—and then solve problems, fight monsters, and visit wondrous places.

There's no winning and losing in D&D, at least not the way those terms are usually understood. Together you and friends create an exciting story of adventurers who confront perils. Sometimes an adventurer might come to a tragic end. Even so, the other adventurers can search for powerful magic to revive their fallen comrade, or the character's player might create a new character to carry on. No matter what happens, if everyone has a good time and creates a memorable story, they all win.

WHAT YOU NEED

Here's what you need to play D&D with one or more friends (a typical group has five people):

Dungeon Master. One person takes on the role of the Dungeon Master (DM), the game's lead storyteller and referee. The DM creates adventures for the players' characters, who navigate its hazards and decide which paths to explore. The DM also narrates what they experience and plays the friends and foes they meet along the way. Even though the DM challenges the adventurers, the DM always strives to delight the whole group.

Players. Each player creates an adventurer who teams up with the other players' adventurers. Working together, the group might explore a dark dungeon, a ruined city, a haunted castle, a lost temple, a lava-filled mountain, or another location described by the DM. The adventurers also solve puzzles, talk with other characters, battle fantastic monsters, and discover magic items and other treasure—all while supporting each other's fun.

You also need these resources, either in physical form or on DnDBeyond.com:

Player's Handbook. This book is your essential reference for the game's rules, and it guides you through making an adventurer of your own.

***Dungeon Master's Guide* and *Monster Manual*.** The first of these books guides the DM through creating and running adventures, and the second holds hundreds of monsters to fill those adventures.

LEARN BY WATCHING

A great way to learn the basics of D&D is to watch people play it. The Internet offers videos of D&D play that show off the tremendous range of possibilities the game offers. As you watch, pay attention to the ways that some players help make the game fun for everyone in their group. The only audience you need to entertain when you're playing D&D is yourself and your group.

Dice. You need a set of polyhedral dice (shown in chapter 1). You can find dice like these in game stores and from online retailers. Dice-rolling apps are also available.

Character Sheet. To keep track of important information about your character, you need a character sheet, which can be as simple as a piece of paper you write notes on or as feature-rich as a digital record.

The DM might also find these accessories useful:

DM Screen. Many DMs like to use a screen to shield their notes and dice rolls from players. It's bad manners to peek over the screen!

Miniatures and Battle Grid. Some DMs use a battle grid and miniatures to run combat encounters, since they help everyone visualize the action. A battle grid can be anything marked out in 1-inch squares, from disposable sheets of paper to poster maps. And miniatures range from simple tokens to detailed figurines. Online maps and miniatures are also available, including on DnDBeyond.com.

USING THIS BOOK

Here's what you'll find in this book:

Chapter 1: Playing the Game. The first chapter explains the fundamentals of the game, with examples to help you understand how to play.

Chapter 2: Creating a Character. Chapter 2 walks you through the steps of character creation.

Chapter 3: Character Classes. Characters' capabilities are largely determined by class, such as Fighter or Wizard. Chapter 3 offers twelve classes to choose from, along with forty-eight subclasses.

Chapter 4: Character Origins. Background and species are key elements in defining a character's origin, which further shapes the character's abilities beyond the choice of class. Background and species options are presented in chapter 4.

Chapter 5: Feats. The feats in chapter 5 are special features that characters gain as part of their background and class.

Chapter 6: Equipment. Armor, weapons, and adventuring gear are found in chapter 6.

Chapter 7: Spells. This chapter contains descriptions of the spells that spellcasters can cast.

Appendix A: The Multiverse. Here you'll find an overview of the magical multiverse where D&D adventures take place.

Appendix B: Creature Stat Blocks. This appendix brims with game information for creatures that certain characters can befriend or transform into.

Appendix C: Rules Glossary. The game's main rules terminology is summarized in this appendix, making it an invaluable reference during play.

WHAT'S NEW IN THE 2024 VERSION?

This is the 2024 version of the fifth edition *Player's Handbook*. If you've read the 2014 version, much of this book will feel familiar, since the fundamental rules of the game are the same. But the book contains many new or redesigned elements, and the versions of things in this book replace versions from older books. Here are highlights:

Streamlined Rules. The game's rules have been streamlined and are now supported by a rules glossary.

Easier Character Creation. Using chapter 2, making a character is easier than ever before.

Enhanced Classes. In chapter 3, every class and subclass has been enhanced with new options.

Reimagined Origins. Explored in chapter 4, a character's origin is now defined by background and species, each of which has been redesigned.

Expanded Feats. In chapter 5, feats have been redesigned, with many feats added.

Upgraded Weapons, Tools, and Crafting. Mastery properties transform how weapon wielders use their weapons, and every character can enjoy new tool and crafting rules in chapter 6.

Dazzling Spells. Chapter 7 bursts with new spells and old ones that have been enhanced.

If you can't find a rule, check the index. If a rule's name has changed from what was printed in the 2014 *Player's Handbook*, the index points you to the new name. For example, if you look up Inspiration in the index, it points you to the rules for Heroic Inspiration in the rules glossary.

WORLDS OF ADVENTURE

The worlds of D&D glimmer with magic, monsters, and spectacular adventure. Launching from a foundation of medieval fantasy, these worlds soar with possibilities beyond those of our reality.

D&D worlds exist in a multiverse and are connected to one another and to other planes of existence. Some of the worlds have been published as official D&D settings, including the Greyhawk, Forgotten Realms, Dragonlance, Spelljammer, Planescape, Dark Sun, Eberron, and Ravenloft settings. Alongside these worlds are thousands more, created by generations of D&D players for their own games. Amid the richness of the multiverse, you might create a world of your own.

The worlds of the multiverse share characteristics, but each world is set apart by its own history and geography. Your DM might set a campaign on one of these worlds or on a world of their own invention. Because there is so much variety among D&D worlds, check with your DM about the world of your upcoming adventures.

While adventuring in the Dragonlance setting, the siblings Caramon Majere, Raistlin Majere, and Kitiara uth Matar provoke the rage of a wyvern.

CHAPTER 1

PLAYING THE GAME

IMAGINATION IS A KEY INGREDIENT OF DUNGEONS & DRAGONS, a cooperative game in which the characters that you roleplay embark on adventures together in fantasy worlds filled with monsters and magic.

In D&D, the action takes place in the imaginations of the players, and it's narrated by everyone together. Here's a glimpse at what that looks like:

Jared (as Dungeon Master): After your long journey, Castle Ravenloft towers before you. Crumbling towers of stone—perhaps abandoned guardhouses—loom over the approach. Beyond them, you see a gaping chasm disappearing into deep fog below. A lowered drawbridge spans the chasm, its chains creaking in the wind. Stone gargoyles stare down at you from the high walls, and a pale light spills into the courtyard from the open castle doors beyond.

Phillip (as Gareth): I examine the gargoyles. I have a feeling they're not just statues!

Maeve (as Mirabella): I want to see how sturdy the drawbridge is. Do I think we can cross it, or is it going to collapse under our weight?

Jared: All right, one at a time. Phillip, Gareth's looking at the gargoyles?

Phillip: Yeah. Is there any hint they might be creatures and not just decorations?

Jared: Make an Intelligence check.

Phillip: Does my Investigation skill apply?

Jared: Sure!

Phillip (rolling a d20): Ugh. Seven.

Jared: They look like decorations to you. And Maeve, Mirabella is examining the drawbridge?

The adventure continues from there, relying on the DM's descriptions to set the scenes. Later in the chapter, other examples of play focus on certain aspects of D&D play: social interaction, exploration, and combat.

RULES GLOSSARY

If you read a rules term in this book and want to know its definition, consult the rules glossary, which is appendix C. This chapter provides an overview of how to play D&D and focuses on the big picture. Many places in this chapter reference that glossary.

ANTONIO JOSÉ MANZANEDO

PLAYER OR DM?

To play D&D, you need one person to be the Dungeon Master and other players (three to six are best) to play adventurers. Which role is right for you?

BEING A PLAYER

If you want to be one of the protagonists in your group's adventures, consider being a player. Here's what players do:

Make a Character. Your character is your alter ego in the fantasy world of the game. After you read this chapter, use the rules in chapter 2 to create your character.

Team Up. Your character joins the other players' characters to form an adventuring party. These adventurers are allies who face challenges and fantastical situations together. Each character brings distinctive capabilities, which ideally complement those of the other characters.

Venture Forth. Your character's group explores locations and events presented by the DM. You can respond to them in any way you can imagine, guided by the rules in this book. Although the DM controls all the monsters you encounter, the DM isn't your adversary. The DM guides your party's journey as your characters become more powerful.

BEING THE DUNGEON MASTER

If you want to be the mastermind of the game, consider being the DM. Here's what DMs do:

Build Adventures. You prepare the adventures that the players experience. In the *Dungeon Master's Guide*, you'll find advice for how to create adventures and even whole worlds.

Guide the Story. You narrate much of the action during play, describing locations and creatures that the adventurers face. The players decide what their characters do as they navigate hazards and choose what to explore. Then you use a combination of imagination and the game's rules to determine the results of the adventurers' decisions.

Adjudicate the Rules. You oversee how the group uses the game's rules, making sure the rules serve the group's fun. You'll want to read the rest of this chapter to understand those rules, and you'll find the rules glossary essential.

RHYTHM OF PLAY

The three main pillars of D&D play are social interaction, exploration, and combat. Whichever one you're experiencing, the game unfolds according to this basic pattern:

1: **The Dungeon Master Describes a Scene.** The DM tells the players where their adventurers are and what's around them (how many doors lead out of a room, what's on a table, and so on).

2: **The Players Describe What Their Characters Do.** Typically, the characters stick together as they travel through a dungeon or another environment. Sometimes different adventurers do different things: one adventurer might search a treasure chest while a second examines a mysterious symbol engraved on a wall and a third keeps watch for monsters. Outside combat, the DM ensures that every character has a chance to act and decides how to resolve their activity. In combat, the characters take turns.

3: **The DM Narrates the Results of the Adventurers' Actions.** Sometimes resolving a task is easy. If an adventurer walks across a room and tries to open a door, the DM might say the door opens and describe what lies beyond. But the door might be locked, the floor might hide a trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the DM might ask the player to roll a die to help determine what happens. Describing the results often leads to another decision point, which brings the game back to step 1.

This pattern holds during every game session (each time you sit down to play D&D), whether the adventurers are talking to a noble, exploring a ruin, or fighting a dragon. In certain situations—particularly combat—the action is more structured, and everyone takes turns.

EXCEPTIONS SUPERSEDE GENERAL RULES

General rules govern each part of the game. For example, the combat rules tell you that melee attacks use Strength and ranged attacks use Dexterity. That's a general rule, and a general rule is in effect as long as something in the game doesn't explicitly say otherwise.

The game also includes elements—class features, feats, weapon properties, spells, magic items, monster abilities, and the like—that sometimes contradict a general rule. When an exception and a general rule disagree, the exception wins. For example, if a feature says you can make melee attacks using your Charisma, you can do so, even though that statement disagrees with the general rule.

AN ONGOING GAME

Sometimes a session of D&D is a complete game in itself (often called a "one-shot"), where you play a short adventure that lasts for just one session. More often, though, D&D sessions are connected in a longer adventure that takes several sessions to complete, and adventures can be strung together into a larger narrative called a campaign.

A campaign is like a TV series, while an adventure is like a season of the series. And a game session is like a single episode—it might be self-contained, but it usually links to the larger plot if there is one.

ADVENTURES

An adventure might be created by the Dungeon Master or purchased (the examples of play in this chapter are inspired by a published adventure, *Curse of Strahd*). In either case, an adventure features a fantastic setting, such as an underground dungeon, a wondrous wilderness, or a magic-filled city. It includes a cast of nonplayer characters controlled by the DM. Often one of the NPCs is a villain whose agenda drives much of an adventure's action.

During an adventure, the adventurers explore environments, events, and creatures presented by the DM. Battles, traps, negotiations, mysteries, and more arise during these explorations.

Adventures vary in length and complexity. A short adventure might present only a few challenges and take only one session to complete. A long adventure might involve many combats, interactions, and other challenges and take dozens of sessions.

CAMPAIGNS

A campaign is a series of adventures with a consistent group of adventurers following the narrative.

Some campaigns are episodic, where each adventure is its own tale and not much besides the player characters links it to the next one. Other campaigns involve long-running plots, a cast of recurring NPCs, and themes that span multiple adventures, leading toward a climactic conclusion.

As with adventures, a DM might create a campaign from scratch, assemble a campaign from published adventures, or mix homemade material with published material. And the campaign might take place in a world of the DM's creation or in a published campaign setting, such as the Forgotten Realms or Greyhawk (the latter is described in the *Dungeon Master's Guide*).

ROUND DOWN

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

DICE

Dice add randomness to the game. They help determine whether characters and monsters are successful at the things they attempt.

DICE NOTATION

The dice used in D&D are referred to by the letter *d* followed by the die's number of sides: d4, d6, d8, d10, d12, and d20. For instance, a d6 is a six-sided die (the cube that many games use). The illustration on this page shows what each die looks like.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, along with any numbers to add or subtract. For example, "3d8 + 5" means you roll three eight-sided dice, add them together, and add 5 to the total.

PERCENTILE DICE

The rules sometimes refer to a d100. While such dice exist, the common way to roll 1d100 uses a pair of ten-sided dice numbered from 0 to 9, known as percentile dice. One die—that you designate before rolling—gives the tens digit, and the other gives the ones digit. If you roll a 7 for the tens digit and a 1 for the ones digit, for example, the number rolled is 71. Two 0s represent 100.

Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit. In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

D3

The same *d* notation appears in the expression "1d3," even though it's rare to find dice with only three sides. To simulate rolling 1d3, roll 1d6 and divide the number rolled by 2 (round up).

WHAT ARE DICE FOR?

Here are the most common uses of dice in D&D.

D20 TEST

The 20-sided die (d20) is the most important die you'll use in the game. It's central to the core mechanic—called D20 Tests—the game uses to determine whether creatures succeed or fail at the things they attempt during the game (see "D20 Tests" later in this chapter). You roll a d20 whenever your character tries to do something that the DM decides has a chance of both success and failure. The higher your roll, the more likely it is that you succeed.

INTERPRETING DIE ROLLS IN THE STORY

Part of the fun of D&D is interpreting what die rolls mean in the story. The randomness that dice bring often introduces the unexpected: an expert fails, a novice succeeds, or any number of other twists. When a D20 Test or another roll produces a surprise, the Dungeon Master often gives a fun description of what happened. If you're a player, look for opportunities to interpret your character's die rolls and describe why things unfolded unexpectedly or even humorously.

DAMAGE

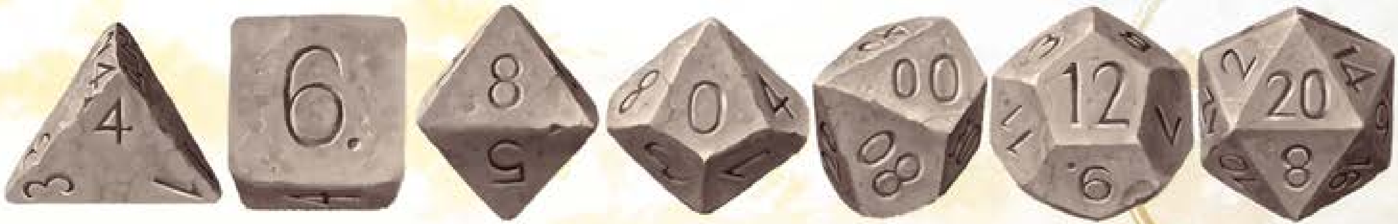
The most common use for dice other than the d20 is to determine damage. When you make a successful attack roll (one kind of D20 Test), you roll damage to see how effective the attack is. When you cast a spell, you might also roll damage. Different weapons and spells use different dice for damage. For example, a Dagger uses 1d4, a Greataxe uses 1d12, and a *Fireball* spell uses 8d6.

RANDOM TABLES

Occasionally, you'll see a table that uses a die roll to generate a random result. On these tables, you'll see a die expression, such as d10 or d100, in the header of the leftmost column. Roll that die, and find the number you rolled (or a range containing that number) in that column. Read across that row for the result. For example, the Trinkets table in chapter 2 uses a d100.

PERCENTAGE CHANCES

Sometimes you might see a rule describing a percentage chance of something happening. For example, a rule might say there is a 5 percent chance of something happening. You can determine whether that thing happens by rolling percentile dice; if the roll is equal to or less than the percentage chance (a 01 to 05, in this example), it happens.



THE SIX ABILITIES

All creatures—characters and monsters—have six abilities that measure physical and mental characteristics, as shown on the Ability Descriptions table.

ABILITY DESCRIPTIONS

Ability	Score Measures ...
Strength	Physical might
Dexterity	Agility, reflexes, and balance
Constitution	Health and stamina
Intelligence	Reasoning and memory
Wisdom	Perceptiveness and mental fortitude
Charisma	Confidence, poise, and charm

ABILITY SCORES

Each ability has a score from 1 to 20, although some monsters have a score as high as 30. The score represents the magnitude of an ability. The Ability Scores table summarizes what the scores mean.

ABILITY SCORES

Score	Meaning
1	This is the lowest a score can normally go. If an effect reduces a score to 0, that effect explains what happens.
2–9	This represents a weak capability.
10–11	This represents the human average.
12–19	This represents a strong capability.
20	This is the highest an adventurer's score can go unless a feature says otherwise.
21–29	This represents an extraordinary capability.
30	This is the highest a score can go.

ABILITY MODIFIERS

Each ability has a modifier that you apply whenever you make a D20 Test with that ability (explained in "D20 Tests"). An ability modifier is derived from its score, as shown in the Ability Modifiers table.

ABILITY MODIFIERS

Score	Modifier	Score	Modifier
1	-5	16–17	+3
2–3	-4	18–19	+4
4–5	-3	20–21	+5
6–7	-2	22–23	+6
8–9	-1	24–25	+7
10–11	+0	26–27	+8
12–13	+1	28–29	+9
14–15	+2	30	+10

D20 TESTS

When the outcome of an action is uncertain, the game uses a d20 roll to determine success or failure. These rolls are called D20 Tests, and they come in three kinds: ability checks, saving throws, and attack rolls. They follow these steps:

1: **Roll 1d20.** You always want to roll high. If the roll has Advantage or Disadvantage (described later in this chapter), you roll two d20s, but you use the number from only one of them—the higher one if you have Advantage or the lower one if you have Disadvantage.

2: **Add Modifiers.** Add these modifiers to the number rolled on the d20:

- **The Relevant Ability Modifier.** This chapter and the rules glossary explain which ability modifiers to use for various D20 Tests.
- **Your Proficiency Bonus If Relevant.** Each creature has a Proficiency Bonus, a number added when making a D20 Test that uses something, such as a skill, in which the creature has proficiency. See "Proficiency" later in this chapter.
- **Circumstantial Bonuses and Penalties.** A class feature, a spell, or another rule might give a bonus or penalty to the die roll.

3: **Compare the Total to a Target Number.** If the total of the d20 and its modifiers equals or exceeds the target number, the D20 Test succeeds. Otherwise, it fails. The Dungeon Master determines target numbers and tells players whether their rolls are successful. The target number for an ability check or a saving throw is called a Difficulty Class (DC). The target number for an attack roll is called an Armor Class (AC), which appears on a character sheet or in a stat block (see the rules glossary).

ABILITY CHECKS

An ability check represents a creature using talent and training to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining a crowd, or deciphering a cipher. The DM and the rules often call for an ability check when a creature attempts something other than an attack that has a chance of meaningful failure. When the outcome is uncertain and narratively interesting, the dice determine the result.

ABILITY MODIFIER

An ability check is named for the ability modifier it uses: a Strength check, an Intelligence check, and so on. Different ability checks are called for in different situations, depending on which ability is most relevant. See the Ability Check Examples table for examples of each check's use.

A D20 Test can result in a dramatic success, a simple accomplishment, or a catastrophe

ABILITY CHECK EXAMPLES

Ability	Make a Check To ...
Strength	Lift, push, pull, or break something
Dexterity	Move nimbly, quickly, or quietly
Constitution	Push your body beyond normal limits
Intelligence	Reason or remember
Wisdom	Notice things in the environment or in creatures' behavior
Charisma	Influence, entertain, or deceive

PROFICIENCY BONUS

Add your Proficiency Bonus to an ability check when the DM determines that a skill or tool proficiency is relevant to the check and you have that proficiency. For example, if a rule refers to a Strength (Acrobatics or Athletics) check, you can add your Proficiency Bonus to the check if you have proficiency in the Acrobatics or Athletics skill. See "Proficiency" later in this chapter for more information about skill and tool proficiencies.

DIFFICULTY CLASS

The Difficulty Class of an ability check represents the task's difficulty. The more difficult the task, the higher its DC. The rules provide DCs for certain checks, but the DM ultimately sets them. The Typical Difficulty Classes table presents a range of possible DCs for ability checks.

TYPICAL DIFFICULTY CLASSES

Task Difficulty	DC	Task Difficulty	DC
Very easy	5	Hard	20
Easy	10	Very hard	25
Medium	15	Nearly impossible	30

SAVING THROWS

A saving throw—also called a save—represents an attempt to evade or resist a threat, such as a fiery explosion, a blast of poisonous gas, or a spell trying to invade your mind. You don't normally choose to make a save; you must make one because your character or a monster (if you're the DM) is at risk. A save's result is detailed in the effect that caused it.

If you don't want to resist the effect, you can choose to fail the save without rolling.

ABILITY MODIFIER

Saving throws are named for the ability modifiers they use: a Constitution saving throw, a Wisdom saving throw, and so on. Different saving throws are used to resist different kinds of effects, as shown on the Saving Throw Examples table.

Saving Throw Examples

Ability	Make a Save To ...
Strength	Physically resist direct force
Dexterity	Dodge out of harm's way
Constitution	Endure a toxic hazard
Intelligence	Recognize an illusion as fake
Wisdom	Resist a mental assault
Charisma	Assert your identity

PROFICIENCY BONUS

You add your Proficiency Bonus to your saving throw if you have proficiency in that kind of save. See "Proficiency" later in this chapter.

DIFFICULTY CLASS

The Difficulty Class for a saving throw is determined by the effect that causes it or by the DM. For example, if a spell forces you to make a save, the DC is determined by the caster's spellcasting ability and Proficiency Bonus. Monster abilities that call for saves specify the DC.

ATTACK ROLLS

An attack roll determines whether an attack hits a target. An attack roll hits if the roll equals or exceeds the target's Armor Class. Attack rolls usually occur in battle, described in "Combat" later in this chapter, but the DM might also ask for an attack roll in other situations, such as an archery competition.

ABILITY MODIFIER

The Attack Roll Abilities table shows which ability modifier to use for different types of attack rolls.

Attack Roll Abilities

Ability	Attack Type
Strength	Melee attack with a weapon or an Unarmed Strike (see the rules glossary)
Dexterity	Ranged attack with a weapon
Varies	Spell attack (the ability used is determined by the spellcaster's spellcasting feature, as explained in chapter 7)

Some features let you use different ability modifiers from those listed. For example, the Finesse property (see chapter 6) lets you use Strength or Dexterity with a weapon that has that property.

PROFICIENCY BONUS

You add your Proficiency Bonus to your attack roll when you attack using a weapon you have proficiency with, as well as when you attack with a spell. See "Proficiency" later in this chapter for more information about weapon proficiencies.

ARMOR CLASS

A creature's Armor Class represents how well the creature avoids being wounded in combat. The AC of a character is determined at character creation (see chapter 2), whereas the AC of a monster appears in its stat block.

Calculating AC. All creatures start with the same base AC calculation:

Base AC = 10 + the creature's Dexterity modifier

A creature's AC can then be modified by armor, magic items, spells, and more.

Only One Base AC. Some spells and class features give characters a different way to calculate their AC. A character with multiple features that give different ways to calculate AC must choose which one to use; only one base calculation can be in effect for a creature.

ROLLING 20 OR 1

If you roll a 20 on the d20 (called a "natural 20") for an attack roll, the attack hits regardless of any modifiers or the target's AC. This is called a Critical Hit (see "Combat" later in this chapter).

If you roll a 1 on the d20 (a "natural 1") for an attack roll, the attack misses regardless of any modifiers or the target's AC.

ADVANTAGE/DISADVANTAGE

Sometimes a D20 Test is modified by Advantage or Disadvantage. Advantage reflects the positive circumstances surrounding a d20 roll, while Disadvantage reflects negative circumstances.

You usually acquire Advantage or Disadvantage through the use of special abilities and actions. The DM can also decide that circumstances grant Advantage or impose Disadvantage.

ROLL TWO D20S

When a roll has either Advantage or Disadvantage, roll a second d20 when you make the roll. Use the higher of the two rolls if you have Advantage, and use the lower roll if you have Disadvantage. For example, if you have Disadvantage and roll an 18 and a 3, use the 3. If you instead have Advantage and roll those numbers, use the 18.

THEY DON'T STACK

If multiple situations affect a roll and they all grant Advantage on it, you still roll only two d20s. Similarly, if multiple situations impose Disadvantage on a roll, you roll only two d20s.

If circumstances cause a roll to have both Advantage and Disadvantage, the roll has neither of them, and you roll one d20. This is true even if multiple circumstances impose Disadvantage and only one grants Advantage or vice versa. In such a situation, you have neither Advantage nor Disadvantage.

IF YOU HAVE ADVANTAGE, USE THE 18.
IF YOU HAVE DISADVANTAGE, USE THE 3.

INTERACTIONS WITH REROLLS

When you have Advantage or Disadvantage and something in the game lets you reroll or replace the d20, you can reroll or replace only one die, not both. You choose which one.

For example, if you have Heroic Inspiration (see the sidebar) and roll a 3 and an 18 on an ability check that has Advantage or Disadvantage, you could expend your Heroic Inspiration to reroll one of those dice, not both of them.

HEROIC INSPIRATION

Sometimes the DM or a rule gives you Heroic Inspiration. If you have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

Only One at a Time. You can never have more than one instance of Heroic Inspiration. If something gives you Heroic Inspiration and you already have it, you can give it to a player character in your group who lacks it.

Gaining Heroic Inspiration. Your DM can give you Heroic Inspiration for a variety of reasons. Typically, DMs award it when you do something particularly heroic, in character, or entertaining. It's a reward for making the game more fun for everyone playing.

Other rules might allow your character to gain Heroic Inspiration independent of the DM's decision. For example, Human characters start each day with Heroic Inspiration.

PROFICIENCY

Characters and monsters are good at various things. Some are skilled with many weapons, while others can use only a few. Some are better at understanding people's motives, and others are better at unlocking the secrets of the multiverse. All creatures have a Proficiency Bonus, which reflects the impact that training has on the creature's capabilities. A character's Proficiency Bonus increases as the character gains levels (described in chapter 2). A monster's Proficiency Bonus is based on its Challenge Rating (see the rules glossary). The Proficiency Bonus table shows how the bonus is determined.

This bonus is applied to a D20 Test when the creature has proficiency in a skill, in a saving throw, or with an item that the creature uses to make the D20 Test. The bonus is also used for spell attacks and for calculating the DC of saving throws for spells.

PROFICIENCY BONUS

Level or CR	Bonus	Level or CR	Bonus
Up to 4	+2	17–20	+6
5–8	+3	21–24	+7
9–12	+4	25–28	+8
13–16	+5	29–30	+9

THE BONUS DOESN'T STACK

Your Proficiency Bonus can't be added to a die roll or another number more than once. For example, if a rule allows you to make a Charisma (Deception or Persuasion) check, you add your Proficiency Bonus if you're proficient in either skill, but you don't add it twice if you're proficient in both skills.

Occasionally, a Proficiency Bonus might be multiplied or divided (doubled or halved, for example) before being added. For example, the Expertise feature (see the rules glossary) doubles the Proficiency Bonus for certain ability checks. Whenever the bonus is used, it can be multiplied only once and divided only once.

SKILL PROFICIENCIES

Most ability checks involve using a skill, which represents a category of things creatures try to do with an ability check. The descriptions of the actions you take (see "Actions" later in this chapter) specify which skill applies if you make an ability check for that action, and many other rules note when a skill is relevant. The DM has the ultimate say on whether a skill is relevant in a situation.

If a creature is proficient in a skill, the creature applies its Proficiency Bonus to ability checks involving that skill. Without proficiency in a skill, a creature can still make ability checks involving

ALEJANDRO PACHECO

SKILLS

Skill	Ability	Example Uses
Acrobatics	Dexterity	Stay on your feet in a tricky situation, or perform an acrobatic stunt.
Animal Handling	Wisdom	Calm or train an animal, or get an animal to behave in a certain way.
Arcana	Intelligence	Recall lore about spells, magic items, and the planes of existence.
Athletics	Strength	Jump farther than normal, stay afloat in rough water, or break something.
Deception	Charisma	Tell a convincing lie, or wear a disguise convincingly.
History	Intelligence	Recall lore about historical events, people, nations, and cultures.
Insight	Wisdom	Discern a person's mood and intentions.
Intimidation	Charisma	Awe or threaten someone into doing what you want.
Investigation	Intelligence	Find obscure information in books, or deduce how something works.
Medicine	Wisdom	Diagnose an illness, or determine what killed the recently slain.
Nature	Intelligence	Recall lore about terrain, plants, animals, and weather.
Perception	Wisdom	Using a combination of senses, notice something that's easy to miss.
Performance	Charisma	Act, tell a story, perform music, or dance.
Persuasion	Charisma	Honestly and graciously convince someone of something.
Religion	Intelligence	Recall lore about gods, religious rituals, and holy symbols.
Sleight of Hand	Dexterity	Pick a pocket, conceal a handheld object, or perform legerdemain.
Stealth	Dexterity	Escape notice by moving quietly and hiding behind things.
Survival	Wisdom	Follow tracks, forage, find a trail, or avoid natural hazards.

that skill but doesn't add its Proficiency Bonus. For example, if a character tries to climb a cliff, the DM might ask for a Strength (Athletics) check. If the character has Athletics proficiency, the character adds their Proficiency Bonus to the Strength check. If the character lacks that proficiency, they make the check without adding their Proficiency Bonus.

SKILL LIST

The skills are shown on the Skills table, which notes example uses for each skill proficiency as well as the ability check the skill most often applies to.

DETERMINING SKILLS

A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in its stat block.

SKILLS WITH DIFFERENT ABILITIES

Each skill proficiency is associated with an ability check. For example, the Intimidation skill is associated with Charisma. In some situations, the DM might allow you to apply your skill proficiency to a different ability check. For example, if a character tries to intimidate someone through a show of physical strength, the DM might ask for a Strength (Intimidation) check rather than a Charisma (Intimidation) check. That character would make a Strength check and add their Proficiency Bonus if they have Intimidation proficiency.

SAVING THROW PROFICIENCIES

Proficiency in a saving throw lets a character add their Proficiency Bonus to saves that use a particular ability. For example, proficiency in Wisdom saves lets you add your Proficiency Bonus to your Wisdom saves. Some monsters also have saving throw proficiencies, as noted in their stat blocks.

Each class gives proficiency in at least two saving throws, representing that class's training in evading or resisting certain threats. Wizards, for example, are proficient in Intelligence and Wisdom saves; they train to resist mental assault.

EQUIPMENT PROFICIENCIES

A character gains proficiency with various weapons and tools from their class and background. There are two categories of equipment proficiency:

Weapons. Anyone can wield a weapon, but proficiency makes you better at wielding it. If you have proficiency with a weapon, you add your Proficiency Bonus to attack rolls you make with it.

Tools. If you have proficiency with a tool, you can add your Proficiency Bonus to any ability check you make that uses the tool. If you have Proficiency in the skill that's also used with that check, you have Advantage on the check too. This means you can benefit from both skill proficiency and tool proficiency on the same ability check.

ACTIONS

When you do something other than moving or communicating, you typically take an action. The Action table lists the game's main actions, which are defined in more detail in the rules glossary.

ACTIONS

Action	Summary
Attack	Attack with a weapon or an Unarmed Strike.
Dash	For the rest of the turn, give yourself extra movement equal to your Speed.
Disengage	Your movement doesn't provoke Opportunity Attacks for the rest of the turn.
Dodge	Until the start of your next turn, attack rolls against you have Disadvantage, and you make Dexterity saving throws with Advantage. You lose this benefit if you have the Incapacitated condition or if your Speed is 0.
Help	Help another creature's ability check or attack roll, or administer first aid.
Hide	Make a Dexterity (Stealth) check.
Influence	Make a Charisma (Deception, Intimidation, Performance, or Persuasion) or Wisdom (Animal Handling) check to alter a creature's attitude.
Magic	Cast a spell, use a magic item, or use a magical feature.
Ready	Prepare to take an action in response to a trigger you define.
Search	Make a Wisdom (Insight, Medicine, Perception, or Survival) check.
Study	Make an Intelligence (Arcana, History, Investigation, Nature, or Religion) check.
Utilize	Use a nonmagical object.

Player characters and monsters can also do things not covered by these actions. Many class features and other abilities provide additional action options, and you can improvise other actions. When you describe an action not detailed elsewhere in the rules, the Dungeon Master tells you whether that action is possible and what kind of D20 Test you need to make, if any.

ONE THING AT A TIME

The game uses actions to govern how much you can do at one time. You can take only one action at a time. This principle is most important in combat, as explained in "Combat" later in this chapter.

Actions can come up in other situations, too: in a social interaction, you can try to Influence a creature or use the Search action to read the creature's body language, but you can't do both at the same time. And when you're exploring a dungeon, you can't simultaneously use the Search action to look for traps and use the Help action to aid another character who's trying to open a stuck door (with the Utilize action).

BONUS ACTIONS

Various class features, spells, and other abilities let you take an additional action on your turn called a Bonus Action. The Cunning Action feature, for example, allows a Rogue to take a Bonus Action. You can take a Bonus Action only when a special ability, a spell, or another feature of the game states that you can do something as a Bonus Action. You otherwise don't have a Bonus Action to take.

You can take only one Bonus Action on your turn, so you must choose which Bonus Action to use if you have more than one available.

You choose when to take a Bonus Action during your turn unless the Bonus Action's timing is specified. Anything that deprives you of your ability to take actions also prevents you from taking a Bonus Action.

REACTIONS

Certain special abilities, spells, and situations allow you to take a special action called a Reaction. A Reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The Opportunity Attack, described later in this chapter, is the most common type of Reaction.

When you take a Reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the Reaction.

In terms of timing, a Reaction takes place immediately after its trigger unless the Reaction's description says otherwise.

WHAT WOULD YOUR CHARACTER DO?

Ask yourself as you play, "What would my character do?" Playing a role involves some amount of getting into another person's head and understanding what motivates them and how those motivations translate into action. In D&D, those actions unfold against the backdrop of a fantastic world full of situations we can only imagine. How does your character react to those situations?

This advice comes with one important caveat: avoid character choices that ruin the fun of the other players and the DM. Choose actions that delight you and your friends.

Characters lay on the charm while bartering for magic items with a green hag.

Social Interaction

During their adventures, player characters meet many different people and face some monsters that would rather talk than fight. In those situations, it's time for social interaction, which takes many forms. For example, you might try to convince a burglar to confess to wrongdoing or try to flatter a guard. The Dungeon Master assumes the roles of any non-player characters who are participating.

An NPC's attitude toward your character is Friendly, Indifferent, or Hostile, as defined in the rules glossary. Friendly NPCs are predisposed to help, and Hostile ones are inclined to hinder.

Social interactions progress in two ways: through roleplaying and ability checks.

Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks. Roleplaying is part of every aspect of the game, and it comes to the fore during social interactions.

As you roleplay, consider whether you prefer an active approach or a descriptive approach, each of which is described in "Social Interaction Example."

The DM uses an NPC's personality and your character's actions and attitudes to determine how an NPC reacts. A cowardly bandit might buckle under threats of imprisonment. A stubborn merchant refuses to help if the characters badger her. A vain dragon laps up flattery.

When interacting with an NPC, pay attention to the DM's portrayal of the NPC's personality. You might be able to learn an NPC's goals and then use that information to influence the NPC.

If you offer NPCs something they want or play on their sympathies, fears, or goals, you can form friendships, ward off violence, or learn a key piece of information. On the other hand, if you insult a proud warrior or speak ill of a noble's allies, your efforts to convince or deceive will likely fail.

Ability Checks

Ability checks can be key in determining the outcome of a social interaction. Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance if the DM wants dice to play a role in determining an NPC's response to you. In such situations, the DM will typically ask you to take the Influence action.

Pay attention to your skill proficiencies when thinking of how you will interact with an NPC; use an approach that relies on your group's skill proficiencies. For example, if the group needs to trick a guard into letting them into a castle, the Rogue who is proficient in Deception should lead the discussion.

SOCIAL INTERACTION EXAMPLE

In this scene, players engage in a social interaction encounter. You and your group determine how similar scenes play out in your adventures.

Four adventurers—Shreeve, Mirabella, Auro, and Gareth—have traveled to the Blood on the Vine tavern in the grim village of Barovia.

Jared (as DM): This tavern might have been finely appointed once, but it has grown shoddy with the passage of years. A blazing fire in the hearth barely gives any warmth to the room. You see a man behind the counter, methodically cleaning glasses. Three older women huddle together at one table. And a handsome young man sits by himself at a corner table, sipping a glass of wine. He looks up as you enter, but the other people ignore you. "Welcome to Barovia," he says. He holds a coin toward the bartender: "A pitcher for the visitors." The glint of silver catches the server's attention.

Maeve (as Mirabella): "Thank you, friend. May we know to whom we're indebted?"

Jared: "I am Ismark Kolyanovich, though around here, I am often called Ismark the Lesser."

Russell (as Shreeve): "That's unfortunate."

Jared: "Indeed. I hope one day to live up to my father's example and rid myself of that title. And so, my new friends, who are you?"

Amy (as Auro): "I'm Auro."

Russell: "Shreeve."

Phillip (as Gareth): "My name is Gareth."

Maeve (as Mirabella): "I'm called Mirabella. You said your name was Kolyanovich. Are you related to Kolyan Indirovich, the burgomaster of this town?"

Jared: He looks a little surprised. He says, "Kolyan Indirovich is my esteemed father, yes."

Maeve: "Then he's the one who summoned us!" I show him the letter that drew us here.

Phillip: I watch his reaction as he reads it.

① **Jared:** He reaches for the letter but pulls back before touching it. "That seal—it's not my father's." Gareth, make a Wisdom (Insight) check.

Phillip: Gareth got 18.

Jared: You notice that Ismark is trying to conceal his terror. He's afraid to even touch the letter's seal.

Phillip: I ask him what's frightening him.

Russell: "Yeah, whose seal is it?"

Jared: "The Devil Strahd."

Amy: "Sounds like a pleasant fellow."

Jared: "No! He is the vampire lord of Castle Ravenloft and a plague to my sister. You must help her!"

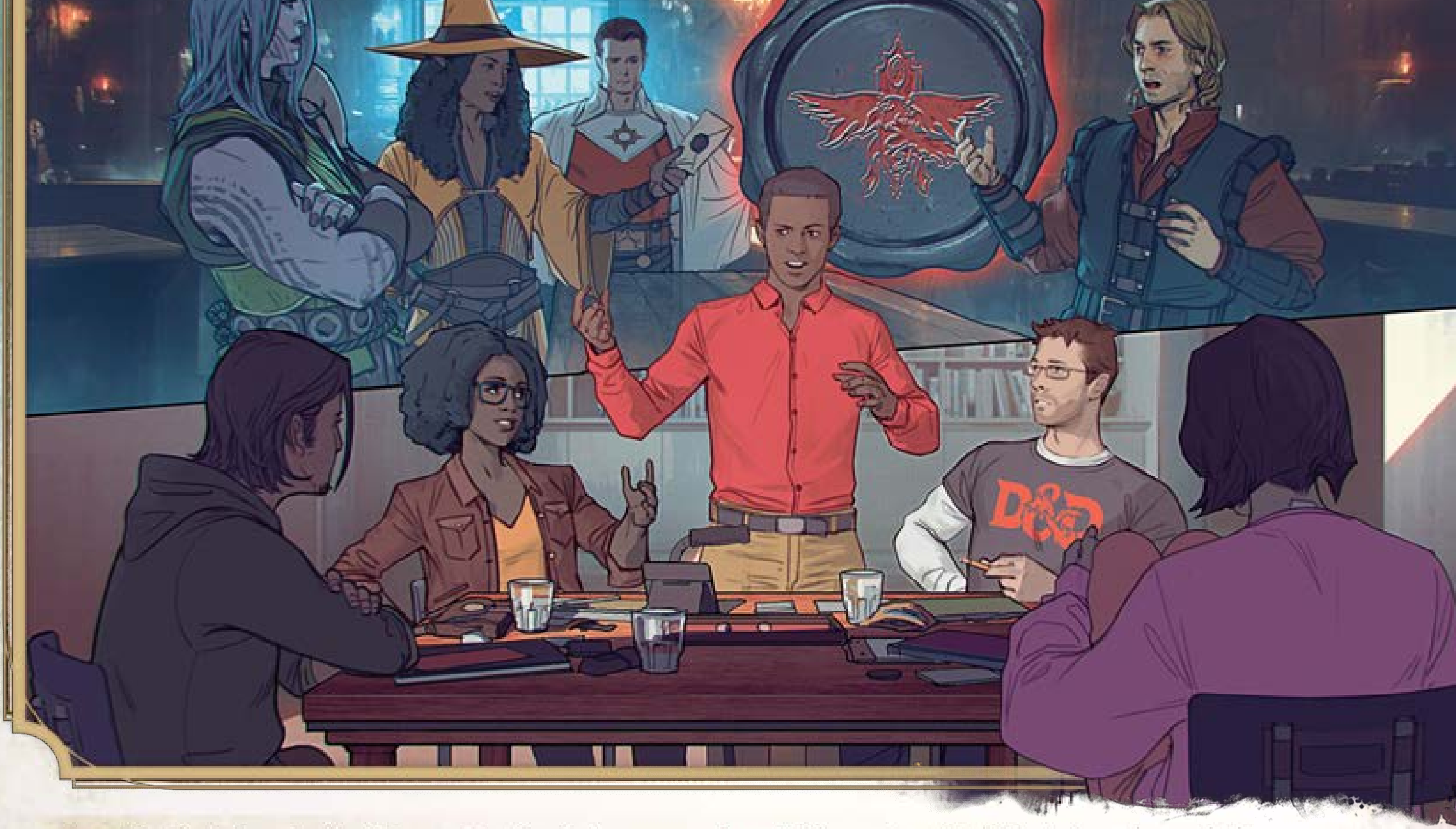
Active Roleplaying. Notice throughout the example how Russell and Amy actively roleplay their characters' behavior. In this active approach, they speak with their characters' voices, like an actor taking on a role. The players might even echo their characters' body language. They still need to describe things that can't reasonably be acted out.

Descriptive Roleplaying. Notice how Phillip describes his character's words and action. Drawing on his mental image of his character, he says what his character does and how the character does it. If this approach is most comfortable for you, keep these things in mind:

- Describe your character's emotions and attitude.
- Focus on your character's intent and how others might perceive it.
- Provide as much embellishment as you feel comfortable with.

Don't worry about getting things exactly right. Focus on what your character would do, and describe what you see in your mind.

① **Ability Checks.** Phillip's character, Gareth, makes a Wisdom (Insight) check to determine whether he reads Ismark's unspoken cues. Wisdom is the ability that measures perceptiveness and intuition. Insight reflects a character's skill at reading other people's moods and intentions. The DM set the DC at 15, which Gareth beats. With a successful Wisdom (Insight) check, Gareth gleans information that wasn't obvious, so it wasn't part of the DM's earlier narration. For more information, see "Ability Scores" and "Proficiency" earlier in this chapter and the Search action in the rules glossary.



Amy: "So Strahd wrote this letter, pretending to be the burgomaster, imploring us to come to Barovia and rescue Ireena Kolyana from a deadly affliction ... which is him? Why would he do that?"

Russell: "Why would he want us to come here?"

Maeve: "Clearly, he doesn't think we're a threat."

Amy: "Well, he hasn't met us yet!"

Jared: "He's toying with you. He delights in the destruction of all things good, like my dear sister."

Phillip: Gareth draws closer and compassionately asks Ismark whether his sister has been bitten by the vampire.

Jared: Please make a Charisma (Persuasion) check to ② see how well he responds to your pastoral manner. You have Advantage because he's Friendly.

Phillip: Oh, good thing. My first roll was a 7, but with Advantage ... ugh, not much better. Well, 10 plus 5 is 15.

Jared: Ismark leans toward you, Gareth, with a suspicious glance at the other people in the tavern, like he's worried they're eavesdropping. He whispers, "The Devil Strahd desires to make Ireena his latest plaything. Twice he has visited her in the night, using his devilry to secure an invitation into the house—for he can't enter where he isn't invited. Twice he has bitten her, yet she clings to life. But I fear she won't survive another visit!"

Russell: "All right, Ismark. You bought us drinks and told us about the Devil Strahd and your sister. How can we help?"

Jared: "You are too kind! First, I need your help transporting Ireena to the town of Vallaki."

Maeve: "Where's Vallaki?"

Jared: "It lies to the northwest, in the heart of the valley. As the raven flies, it is less than ten miles, but the road winds among the hills and woods, and the journey takes at least five hours at speed."

Russell: "And why there?"

Jared: "The town lies beyond the view of Castle Ravenloft, so I hope it's beyond Strahd's spies. And I have heard that Vallaki is well defended, with a wooden palisade and iron gates."

Russell: "As if such defenses would stop a vampire."

Jared: "Indeed. But if moving her there can keep him away from her for even a few days, we have time for the second part of our task."

Russell: "A part where you help us?"

Jared: "Yes, when I help you face the vampire!"

②

Influencing NPCs. Gareth takes the Influence action (see the rules glossary), which characters can take to influence an NPC. It's easier to influence an NPC who's already disposed to help you, as Ismark is here. Ismark's Friendly attitude gives Phillip Advantage on the roll. In this case, Advantage made the difference between success and failure.

JOHN GRELLO

EXPLORATION

Exploration involves delving into places that are dangerous and full of mystery. The rules in this section detail some of the ways adventurers interact with the environment in such places.

ADVENTURING EQUIPMENT

As adventurers explore, their equipment can help them in many ways. For example, they can reach out-of-the-way places with a Ladder, perceive things they wouldn't otherwise notice with a Torch or another light source, bypass locked doors and containers with Thieves' Tools, and create obstacles for pursuers with Caltrops.

See chapter 6 for rules on many items that are useful on adventures. The items in that chapter's "Tools" and "Adventuring Gear" sections are especially useful. The weapons in that chapter can also be used for more than battle; you could use a Quarterstaff, for example, to push a sinister-looking button that you're reluctant to touch.

VISION AND LIGHT

Some adventuring tasks—such as noticing danger, hitting an enemy, and targeting certain spells—are affected by sight, so effects that obscure vision can hinder you, as explained below.

OBSCURED AREAS

An area might be Lightly or Heavily Obscured. In a Lightly Obscured area—such as an area with Dim Light, patchy fog, or moderate foliage—you have Disadvantage on Wisdom (Perception) checks that rely on sight.

A Heavily Obscured area—such as an area with Darkness, heavy fog, or dense foliage—is opaque. You have the Blinded condition (see the rules glossary) when trying to see something there.

LIGHT

The presence or absence of light determines the category of illumination in an area, as defined below.

Bright Light. Bright Light lets most creatures see normally. Even gloomy days provide Bright Light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim Light. Dim Light, also called shadows, creates a Lightly Obscured area. An area of Dim Light is usually a boundary between Bright Light and surrounding Darkness. The soft light of twilight and dawn also counts as Dim Light. A full moon might bathe the land in Dim Light.

Darkness. Darkness creates a Heavily Obscured area. Characters face Darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon, or in an area of magical Darkness.

SPECIAL SENSES

Some creatures have special senses that help them perceive things in certain situations. The rules glossary defines the following special senses:

Blindsight
Darkvision
Tremorsense
Truesight

HIDING

Adventurers and monsters often hide, whether to spy on one another, sneak past a guardian, or set an ambush. The Dungeon Master decides when circumstances are appropriate for hiding. When you try to hide, you take the Hide action.

INTERACTING WITH OBJECTS

Interacting with objects is often simple to resolve. The player tells the DM that their character is doing something, such as moving a lever or opening a door, and the DM describes what happens. Sometimes, however, rules govern what you can do with an object, as detailed in the following sections.

What Is an Object?

For the purpose of the rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone. It isn't a building or a vehicle, which are composed of many objects.

Time-Limited Object Interactions

When time is short, such as in combat, interactions with objects are limited: one free interaction per turn. That interaction must occur during a creature's movement or action. Any additional interactions require the Utilize action, as explained in "Combat" later in this chapter.

Finding Hidden Objects

When your character searches for hidden things, such as a secret door or a trap, the DM typically asks you to make a Wisdom (Perception) check, provided you describe the character searching in the hidden object's vicinity. On a success, you find the object, other important details, or both.

If you describe your character searching nowhere near a hidden object, a Wisdom (Perception) check won't reveal the object, no matter the check's total.

Carrying Objects

You can usually carry your gear and treasure without worrying about the weight of those objects. If you try to haul an unusually heavy object or a massive number of lighter objects, the DM might require you to abide by the rules for carrying capacity in the rules glossary.

Breaking Objects

As an action, you can automatically break or otherwise destroy a fragile, nonmagical object, such as a glass container or a piece of paper. If you try to damage something more resilient, the DM might use the rules on breaking objects in the rules glossary.

Hazards

Monsters are the main perils characters face, but other dangers await. The rules glossary defines the following hazards:

Burning
Dehydration
Falling
Malnutrition
Suffocation

Travel

During an adventure, the characters might travel long distances on trips that could take hours or days. The DM can summarize this travel without calculating exact distances or travel times, or the DM might have you use the travel pace rules below.

If you need to know how fast you can move when every second matters, see the movement rules in "Combat" later in this chapter.

Marching Order

The adventurers should establish a marching order while they travel, whether indoors or outdoors. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies if a fight breaks out. You can change your marching order outside combat and record the order any way you like: write it down, for example, or arrange miniatures to show it.

Travel Pace

While traveling outside combat, a group can move at a Fast, Normal, or Slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time; if riding horses or other mounts, the group can move twice that distance for 1 hour, after which the mounts need a Short or Long Rest before they can move at that increased pace again (see chapter 6 for a selection of mounts for sale). The *Dungeon Master's Guide* has rules that affect which pace you can choose in certain types of terrain.

Travel Pace

	Distance Traveled Per ...		
Pace	**Minute**	**Hour**	**Day**
Fast	400 feet	4 miles	30 miles
Normal	300 feet	3 miles	24 miles
Slow	200 feet	2 miles	18 miles

Each travel pace has a game effect, as defined below.

Fast. Traveling at a Fast pace imposes Disadvantage on a traveler's Wisdom (Perception or Survival) and Dexterity (Stealth) checks.

Normal. Traveling at a Normal pace imposes Disadvantage on Dexterity (Stealth) checks.

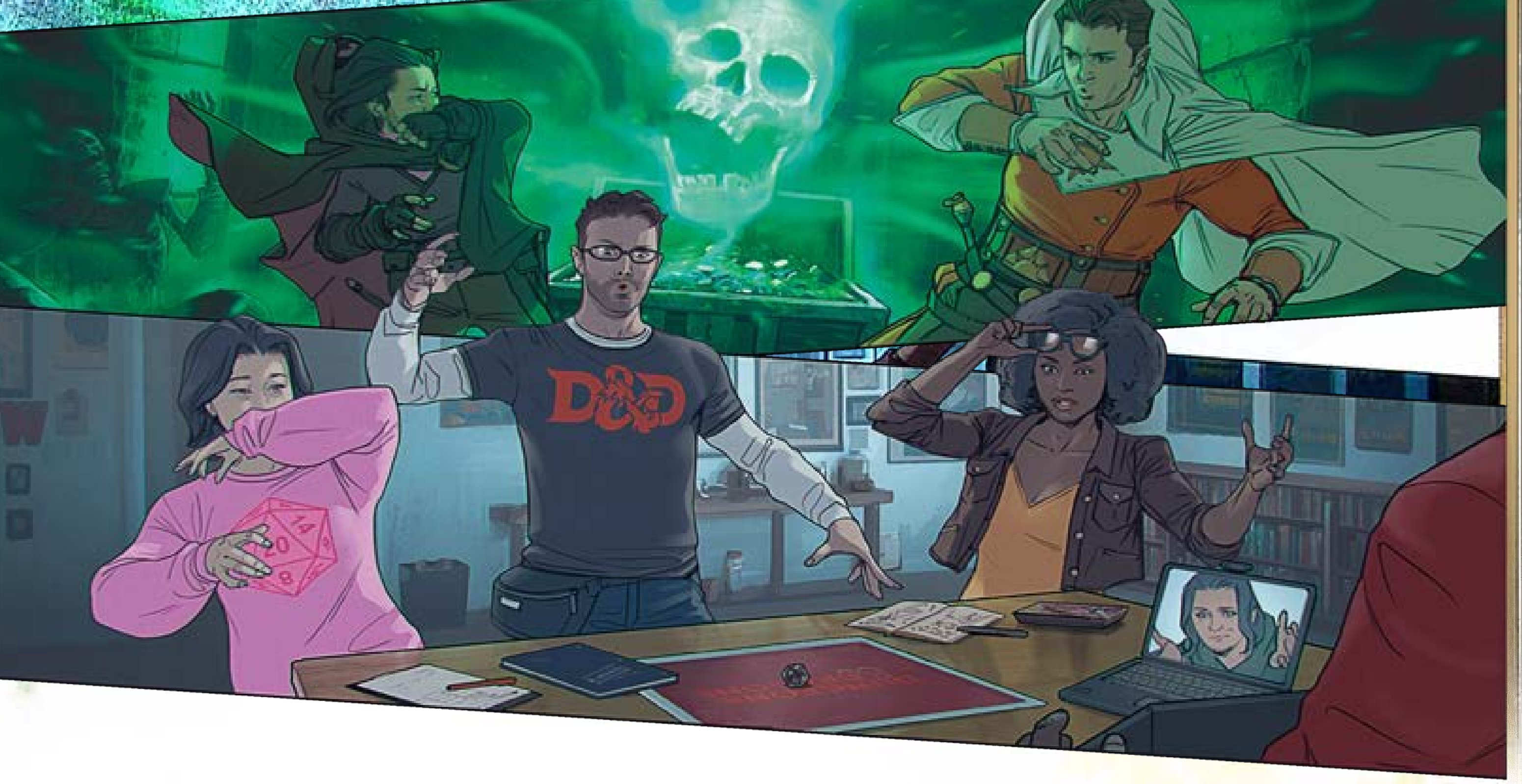
Slow. Traveling at a Slow pace grants Advantage on Wisdom (Perception or Survival) checks.

Vehicles

Travelers in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't choose a travel pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day. Chapter 6 includes vehicles for sale.

Exploration Example

This scene finds the player characters investigating a mysterious and potentially dangerous location. They're moving through the environment and interacting with things they find there.



JOHN CRELLO

The characters are exploring Castle Ravenloft, and the DM describes the room the characters have entered.

Jared (as DM): A blazing hearth fire fills this room with warm light. Firelight glints off a poker beside the fireplace, and the walls are lined with ancient books. A huge painting hangs above the mantelpiece in a gilded frame. The firelight illuminates the portrait—an exact likeness of Ireena Kolyana.

Phillip (as Gareth): How old does the painting look?

Maeve (as Mirabella): I'm going to check the books!

Jared: OK, I'll get to those in a second. Russell and Amy, what are your characters doing?

Russell (as Shreeve): I stand near the door, sword drawn, ready for danger. This place is creepy!

Amy (as Auro): I go near the fireplace. A warm fire sounds nice. But I'm also alert for danger.

③ **Jared:** Got it. OK, Phillip, please make an Intelligence (History) check as Gareth looks at the painting.

Phillip: I don't have proficiency in History, but here goes. I got—oh! A 20! For a total of ... 20.

Jared: Two things leap out at Gareth about the painting. First, the woman's clothes look old-fashioned. Second, the paint is flaking in places, and the whole thing is covered by a thin layer of soot. You'd say this painting is a few centuries old.

Phillip: So maybe an ancestor of Ireena's? Unless she's already a vampire and this "bitten by Strahd" thing is a ruse.

Jared: Who knows? Now, Mirabella's looking at the books?

Maeve: Yeah, I pull one off the shelf at random.

Everyone Is Accounted For. Exploration is open-ended; the players don't take turns moving around the dungeon the way they do in combat. But the DM frequently checks in to make sure it's clear where everyone is and what they're doing.

Teamwork Matters. The player characters are working toward a common goal. They move together through the dungeon and cooperate to overcome its challenges. When the characters enter the room, they explore different parts of the room. When Auro finds a secret door behind the fireplace later in the example, they come together again to examine it, and Gareth figures out how to bypass the fire. It might seem like Russell's character wasn't doing much, but Shreeve was protecting the group by guarding the door.

③

Worth Rolling with or without Proficiency. You usually have a chance of success on an ability check even if you don't have proficiency in a relevant skill. In the example, Phillip gets a 20 without proficiency. The d20 brings many surprises to the game—surprises that the DM then interprets.

Jared: It's a book written in Common called *On the Habitations of the Divine in the Celestial and Infernal Realms.*

Russell: Did you just make that up?

Jared: I'll never tell. As you flip through the book, you notice it's very academic, almost impenetrable.

Maeve: OK, I put that one back and pull out another.

Jared: Are Shreeve and Auro doing anything else?

Amy: I grab the poker and poke at logs in the fire.

④ **Jared:** As soon as you lift the poker, you hear a grinding sound, and the back of the fireplace slides to the side, revealing a room behind it!

Amy: "Uh, folks? I found something!" Can I see anything in the room beyond?

Jared: Past the flames and smoke, you see a glimmering pile of coins heaped near a chest.

Amy: Anybody have a quick way to put out a fire?

Phillip: And you laughed at me for preparing *Create or Destroy Water*! I clutch my Holy Symbol and cast the spell, drenching the fireplace. ⑤

Jared: What does the spell's description say?

Phillip: It causes 10 gallons of water to rain down in a 30-foot Cube, extinguishing flames there.

⑥ **Jared:** Great! That puts out the fire. Without the light from the hearth, you're back to the magic glow of Shreeve's sword, which casts your shadows into the room beyond. But you can see, through clouds of lingering smoke, a closed chest on the floor, surrounded by piles of coins. There are two torch sconces on the far wall—one holding an unlit torch with an intricate metal base, the other empty. A skeleton in broken plate armor is lying against that wall, with one hand at its throat and the other holding the matching torch from the empty sconce.

Amy: I check out the chest!

Jared: And the rest of you?

Phillip: Gareth enters and looks at the skeleton.

Maeve: I keep watch on this side of the fireplace.

Russell: I'm still back by the first door.

Jared: Amy, the chest seems expertly made, with elegant fittings and clawed feet.

Amy: I try to open it. Is it locked?

Jared: It's not locked and opens easily—and it releases a cloud of sweet-smelling gas.

Amy: Oh, no.

Jared: Oh, yes. I need Auro and Gareth to make Constitution saving throws. ⑦

Amy: Sorry, Phillip! I got an 8.

Phillip: And a 5 for Gareth.

Jared: As you draw this gas into your lungs, you feel a chill grip you, and your bodies stiffen. You both have the Paralyzed condition!

④

Finding Hidden Objects. Adventure environments are full of secrets: traps, concealed doors, loose floorboards, and hidden treasures. Characters often use Wisdom checks to find things—see the Search action in the rules glossary—but sometimes they stumble on them accidentally, as Auro did here.

⑤

Casting Spells. Many characters have the ability to cast spells, which have a huge variety of effects. Some spells are mostly useful in combat, by dealing damage or imposing conditions. Other spells have utility in exploration. If you're playing a spellcaster, look for a mix of combat-effective and utilitarian spells to help deal with varied challenges.

Know Your Spells! Have your *Player's Handbook* open to the description of a spell before you cast it. Don't expect the DM to know how your spell works, and be ready to answer any questions about it.

⑥

Vision and Light. The DM determines what the adventurers can perceive, which means being aware of light sources—like the leaping flames in the fireplace and Shreeve's glowing sword—as well as obscuring factors like smoke and fog. See "Vision and Light" earlier in this chapter for more information.

⑦

Saving Throws. A saving throw is used to see whether a creature avoids or resists something. When the chest releases toxic gas, Phillip's and Amy's characters make Constitution saving throws. Constitution is one of the six abilities that measure creatures' capabilities, and it has to do with health and stamina. When they fail their saves, the gas causes them to have the Paralyzed condition. See "Conditions" later in this chapter for more information.

COMBAT

Adventurers encounter many dangerous monsters and nefarious villains. In those moments, combat often breaks out.

THE ORDER OF COMBAT

A typical combat encounter is a clash between two sides: a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of combat when everyone rolls Initiative. Once everyone has taken a turn, the fight continues to the next round if neither side is defeated.

COMBAT STEP BY STEP

Combat unfolds in these steps:

1: **Establish Positions.** The Dungeon Master determines where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are—how far away and in what direction.

2: **Roll Initiative.** Everyone involved in the combat encounter rolls Initiative, determining the order of combatants' turns.

3: **Take Turns.** Each participant in the battle takes a turn in Initiative order. When everyone involved in the combat has had a turn, the round ends. Repeat this step until the fighting stops.

CRAIG J SPEARING

INITIATIVE

Initiative determines the order of turns during combat. When combat starts, every participant rolls Initiative; they make a Dexterity check that determines their place in the Initiative order. The DM rolls for monsters. For a group of identical creatures, the DM makes a single roll, so each member of the group has the same Initiative.

Surprise. If a combatant is surprised by combat starting, that combatant has Disadvantage on their Initiative roll. For example, if an ambusher starts combat while hidden from a foe who is unaware that combat is starting, that foe is surprised.

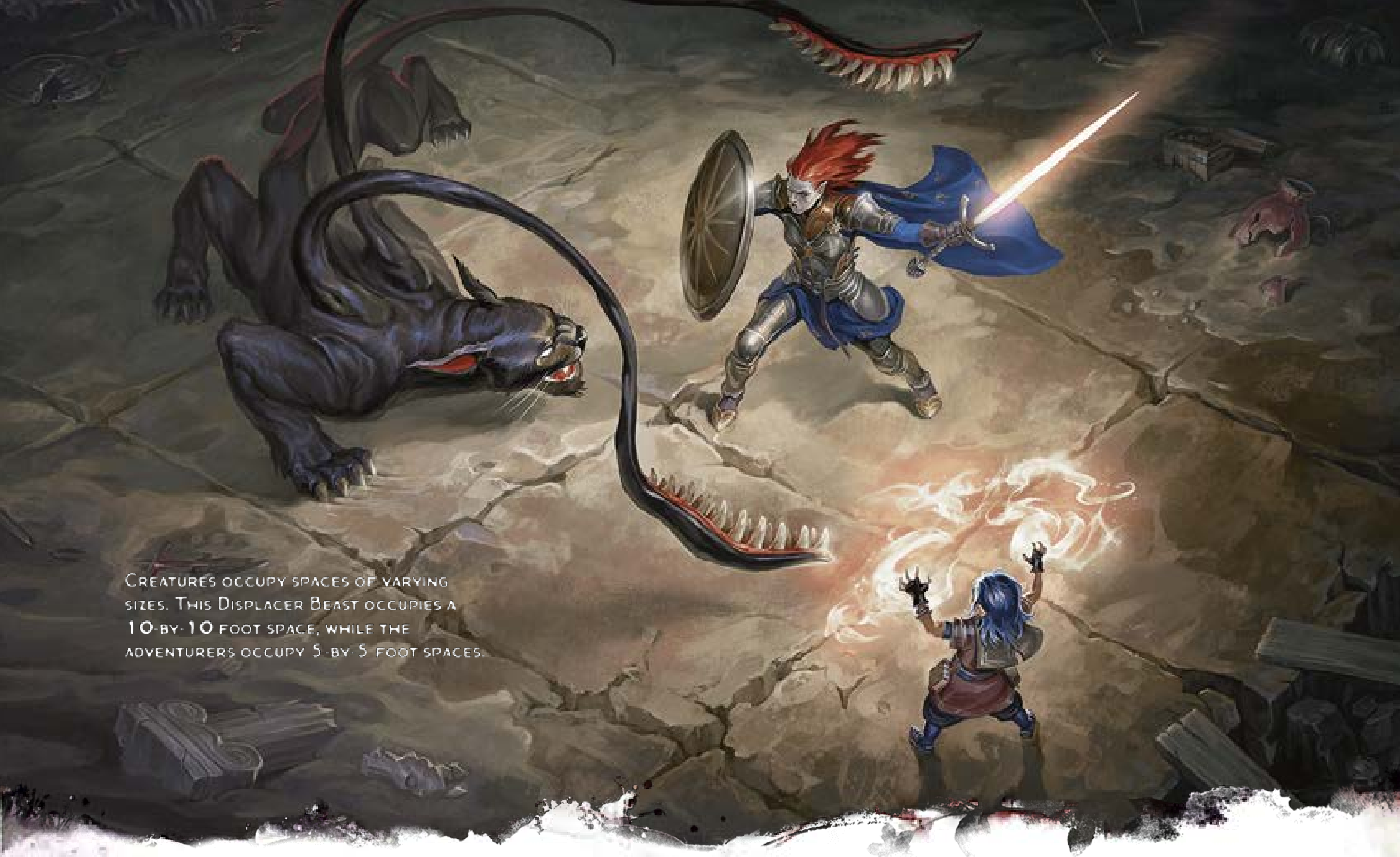
Initiative Order. A combatant's check total is called their Initiative count, or Initiative for short. The DM ranks the combatants, from highest to lowest Initiative. This is the order in which they act during each round. The Initiative order remains the same from round to round.

Ties. If a tie occurs, the DM decides the order among tied monsters, and the players decide the order among tied characters. The DM decides the order if the tie is between a monster and a player character.

YOUR TURN

On your turn, you can move a distance up to your Speed and take one action. You decide whether to move first or take your action first.

The main actions you can take are listed in "Actions" earlier in this chapter. A character's features and a monster's stat block also provide action options. "Movement and Position" later in this chapter gives the rules for movement.



Creatures occupy spaces of varying sizes. This Displacer Beast occupies a 10-by-10 foot space, while the adventurers occupy 5-by-5 foot spaces.

Communicating. You can communicate however you are able—through brief utterances and gestures—as you take your turn. Doing so uses neither your action nor your move.

Extended communication, such as a detailed explanation of something or an attempt to persuade a foe, requires an action. The Influence action is the main way you try to influence a monster.

Interacting with Things. You can interact with one object or feature of the environment for free, during either your move or action. For example, you could open a door during your move as you stride toward a foe.

If you want to interact with a second object, you need to take the Utilize action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The DM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the DM might require you to take the Utilize action to open a stuck door or turn a crank to lower a drawbridge.

Doing Nothing on Your Turn. You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do, consider taking the defensive Dodge action or the Ready action to delay acting.

ENDING COMBAT

Combat ends when one side or the other is defeated, which can mean the creatures are killed or knocked out or have surrendered or fled. Combat can also end when both sides agree to end it.

MOVEMENT AND POSITION

On your turn, you can move a distance equal to your Speed or less. Or you can decide not to move.

Your movement can include climbing, crawling, jumping, and swimming (each explained in the rules glossary). These different modes of movement can be combined with your regular movement, or they can constitute your entire move.

However you're moving with your Speed, you deduct the distance of each part of your move from it until it is used up or until you are done moving, whichever comes first.

A character's Speed is determined during character creation. A monster's Speed is noted in the monster's stat block. See the rules glossary for more about Speed as well as about special speeds, such as a Climb Speed, Fly Speed, or Swim Speed.

DIFFICULT TERRAIN

Combatants are often slowed down by Difficult Terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of Difficult Terrain.

PLAYING ON A GRID

If you play using a square grid and miniatures or other tokens, follow these rules.

Squares. Each square represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid, using your Speed in 5-foot segments. You can translate your Speed into squares by dividing it by 5. For example, a Speed of 30 feet translates into 6 squares. If you use a grid often, consider writing your Speed in squares on your character sheet.

Entering a Square. To enter a square, you must have enough movement left to pay for entering. It costs 1 square of movement to enter an unoccupied square that's adjacent to your space (orthogonally or diagonally adjacent). A square of Difficult Terrain costs 2 squares to enter. Other effects might make a square cost even more.

Corners. Diagonal movement can't cross the corner of a wall, a large tree, or another terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—count squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Every foot of movement in Difficult Terrain costs 1 extra foot, even if multiple things in a space count as Difficult Terrain.

BREAKING UP YOUR MOVE

You can break up your move, using some of its movement before and after any action, Bonus Action, or Reaction you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an action, and then go 20 feet.

DROPPING PRONE

On your turn, you can give yourself the Prone condition (see the rules glossary) without using an action or any of your Speed, but you can't do so if your Speed is 0.

CREATURE SIZE

A creature belongs to a size category, which determines the width of the square space the creature occupies on a map, as shown on the Creature Size and Space table. That table lists the sizes from smallest (Tiny) to largest (Gargantuan). A creature's space is the area that it effectively controls in combat and the area it needs to fight effectively.

A character's size is determined by species, and a monster's size is specified in the monster's stat block.

CREATURE SIZE AND SPACE

Size	Space (Feet)	Space (Squares)
Tiny	2½ by 2½ feet	4 per square
Small	5 by 5 feet	1 square
Medium	5 by 5 feet	1 square
Large	10 by 10 feet	4 squares (2 by 2)
Huge	15 by 15 feet	9 squares (3 by 3)
Gargantuan	20 by 20 feet	16 squares (4 by 4)

MOVING AROUND OTHER CREATURES

During your move, you can pass through the space of an ally, a creature that has the Incapacitated condition (see the rules glossary), a Tiny creature, or a creature that is two sizes larger or smaller than you.

Another creature's space is Difficult Terrain for you unless that creature is Tiny or your ally.

You can't willingly end a move in a space occupied by another creature. If you somehow end a turn in a space with another creature, you have the Prone condition (see the rules glossary) unless you are Tiny or are of a larger size than the other creature.

MAKING AN ATTACK

When you take the Attack action, you make an attack. Some other actions, Bonus Actions, and Reactions also let you make an attack. Whether you strike with a Melee weapon, fire a Ranged weapon, or make an attack roll as part of a spell, an attack has the following structure:

1: **Choose a Target.** Pick a target within your attack's range: a creature, an object, or a location.

2: **Determine Modifiers.** The DM determines whether the target has Cover (see the next section) and whether you have Advantage or Disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3: **Resolve the Attack.** Make the attack roll, as detailed earlier in this chapter. On a hit, you roll damage unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

COVER

Walls, trees, creatures, and other obstacles can provide cover, making a target more difficult to harm. As detailed in the Cover table, there are three degrees of cover, each of which gives a different benefit to a target.

A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. If a target is behind multiple sources of

Unseen Attackers and Targets

When you make an attack roll against a target you can't see, you have Disadvantage on the roll. This is true whether you're guessing the target's location or targeting a creature you can hear but not see. If the target isn't in the location you targeted, you miss.

When a creature can't see you, you have Advantage on attack rolls against it.

If you are hidden when you make an attack roll, you give away your location when the attack hits or misses.

cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives Half Cover and a tree trunk that gives Three-Quarters Cover, the target has Three-Quarters Cover.

Cover

Degree	Benefit to Target	Offered By ...
Half	+2 bonus to AC and Dexterity saving throws	Another creature or an object that covers at least half of the target
Three-Quarters	+5 bonus to AC and Dexterity saving throws	An object that covers at least three-quarters of the target
Total	Can't be targeted directly	An object that covers the whole target

Ranged Attacks

When you make a ranged attack, you fire a bow, hurl an axe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a Longbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has Disadvantage when your target is beyond normal range, and you can't attack a target beyond long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack roll with a weapon, a spell, or some other means, you have Disadvantage on the roll if you are within 5 feet of an enemy who can see you and doesn't have the Incapacitated condition (see the rules glossary).

Melee Attacks

A melee attack allows you to attack a target within your reach. A melee attack typically uses a handheld weapon or an Unarmed Strike. Many monsters make melee attacks with claws, teeth, or other body parts. A few spells also involve melee attacks.

Reach

A creature has a 5-foot reach and can thus attack targets within 5 feet when making a melee attack. Certain creatures have melee attacks with a reach greater than 5 feet, as noted in their descriptions.

Opportunity Attacks

Combatants watch for enemies to drop their guard. If you move heedlessly past your foes, you put yourself in danger by provoking an Opportunity Attack.

Avoiding Opportunity Attacks. You can avoid provoking an Opportunity Attack by taking the Disengage action. You also don't provoke an Opportunity Attack when you Teleport or when you are moved without using your movement, action, Bonus Action, or Reaction. For example, you don't provoke an Opportunity Attack if an explosion hurls you out of a foe's reach or if you fall past an enemy.

Making an Opportunity Attack. You can make an Opportunity Attack when a creature that you can see leaves your reach. To make the attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against that creature. The attack occurs right before it leaves your reach.

Mounted Combat

A willing creature that is at least one size larger than a rider and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

During your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your Speed (round down). For example, if your Speed is 30 feet, you spend 15 feet of movement to mount a horse.

Controlling a Mount

You can control a mount only if it has been trained to accept a rider. Domesticated horses, mules, and similar creatures have such training.

The Initiative of a controlled mount changes to match yours when you mount it. It moves on your turn as you direct it, and it has only three action options during that turn: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

In contrast, an independent mount—one that lets you ride but ignores your control—retains its place in the Initiative order and moves and acts as it likes.

Astride a giant seahorse, a paladin adventures underwater.

Falling Off

If an effect is about to move your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off, landing with the Prone condition (see the rules glossary) in an unoccupied space within 5 feet of the mount.

While mounted, you must make the same save if you're knocked Prone or the mount is.

Underwater Combat

A fight underwater follows these rules.

Impeded Weapons

When making a melee attack roll with a weapon underwater, a creature that lacks a Swim Speed has Disadvantage on the attack roll unless the weapon deals Piercing damage.

A ranged attack roll with a weapon underwater automatically misses a target beyond the weapon's normal range, and the attack roll has Disadvantage against a target within normal range.

Fire Resistance

Anything underwater has Resistance to Fire damage (explained in "Damage and Healing").

Damage and Healing

Injury and death are frequent threats in D&D, as detailed in the following rules.

Hit Points

Hit Points represent durability and the will to live. Creatures with more Hit Points are more difficult to kill. Your Hit Point maximum is the number of Hit Points you have when uninjured. Your current Hit Points can be any number from that maximum down to 0, which is the lowest Hit Points can go.

Whenever you take damage, subtract it from your Hit Points. Hit Point loss has no effect on your capabilities until you reach 0 Hit Points.

If you have half your Hit Points or fewer, you're Bloodied, which has no game effect on its own but which might trigger other game effects.

Damage Rolls

Each weapon, spell, and damaging monster ability specifies the damage it deals. You roll the damage dice, add any modifiers, and deal the damage to your target. If there's a penalty to the damage, it's possible to deal 0 damage but not negative damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage roll. A spell tells you which dice to roll for damage and whether to add any modifiers. Unless a rule says otherwise, you don't add your ability modifier to a fixed damage amount that doesn't use a roll, such as the damage of a Blowgun. See chapter 6 for weapons' damage dice and chapter 7 for spells' damage dice.

Critical Hits

When you score a Critical Hit, you deal extra damage. Roll the attack's damage dice twice, add them together, and add any relevant modifiers as normal. For example, if you score a Critical Hit with a

Resting

Adventurers can't spend every hour adventuring. They need rest. Any creature can take hour-long Short Rests in the midst of a day and an 8-hour Long Rest to end it. Regaining Hit Points is one of the main benefits of a rest. The rules glossary provides the rules for Short and Long Rests.

Dagger, roll 2d4 for the damage rather than 1d4, and add your relevant ability modifier. If the attack involves other damage dice, such as from the Rogue's Sneak Attack feature, you also roll those dice twice.

SAVING THROWS AND DAMAGE

Damage dealt via saving throws uses these rules.

DAMAGE AGAINST MULTIPLE TARGETS

When you create a damaging effect that forces two or more targets to make saving throws against it at the same time, roll the damage once for all the targets. For example, when a wizard casts *Fireball*, the spell's damage is rolled once for all creatures caught in the blast.

HALF DAMAGE

Many saving throw effects deal half damage (round down) to a target when the target succeeds on the saving throw. The halved damage is equal to half the damage that would be dealt on a failed save.

DAMAGE TYPES

Each instance of damage has a type, like Fire or Slashing. Damage types are listed in the rules glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types.

RESISTANCE AND VULNERABILITY

Some creatures and objects have Resistance or Vulnerability to certain damage types. If you have Resistance to a damage type, damage of that type is halved against you (round down). If you have Vulnerability to a damage type, damage of that type is doubled against you. For example, if you have Resistance to Cold damage, such damage is halved against you, and if you have Vulnerability to Fire damage, such damage is doubled against you.

NO STACKING

Multiple instances of Resistance or Vulnerability that affect the same damage type count as only one instance. For example, if you have Resistance to Necrotic damage as well as Resistance to all damage, Necrotic damage is reduced by half against you.

ORDER OF APPLICATION

Modifiers to damage are applied in the following order: adjustments such as bonuses, penalties, or multipliers are applied first; Resistance is applied second; and Vulnerability is applied third.

For example, a creature has Resistance to all damage and Vulnerability to Fire damage, and it's within a magical aura that reduces all damage by 5. If it takes 28 Fire damage, the damage is first reduced by 5 (to 23), then halved for the creature's Resistance (and rounded down to 11), then doubled for its Vulnerability (to 22).

IMMUNITY

Some creatures and objects have Immunity to certain damage types and conditions. Immunity to a damage type means you don't take damage of that type, and Immunity to a condition means you aren't affected by it.

HEALING

Hit Points can be restored by magic, such as the *Cure Wounds* spell or a *Potion of Healing*, or by a Short or Long Rest (see the rules glossary).

When you receive healing, add the restored Hit Points to your current Hit Points. Your Hit Points can't exceed your Hit Point maximum, so any Hit Points regained in excess of the maximum are lost. For example, if you receive 8 Hit Points of healing and have 14 Hit Points and a Hit Point maximum of 20, you regain 6 Hit Points, not 8.

DROPPING TO 0 HIT POINTS

When a creature drops to 0 Hit Points, it either dies outright or falls unconscious, as explained below.

INSTANT DEATH

Here are the main ways a creature can die instantly.

Monster Death. A monster dies the instant it drops to 0 Hit Points, although a Dungeon Master can ignore this rule for an individual monster and treat it like a character.

Hit Point Maximum of 0. A creature dies if its Hit Point maximum reaches 0. Certain effects drain life energy, reducing a creature's Hit Point maximum.

Massive Damage. When damage reduces a character to 0 Hit Points and damage remains, the character dies if the remainder equals or exceeds their Hit Point maximum. For example, if your character has a Hit Point maximum of 12, currently has 6 Hit Points, and takes 18 damage, the character drops to 0 Hit Points, but 12 damage remains. The character then dies, since 12 equals their Hit Point maximum.

CHARACTER DEMISE

If your character dies, others might find a magical way to revive your character, such as with the *Raise Dead* spell. Or talk with the DM about making a new character to join the group. The rules glossary has more information on being dead.

FALLING UNCONSCIOUS

If you reach 0 Hit Points and don't die instantly, you have the Unconscious condition (see the rules glossary) until you regain any Hit Points, and you now face making Death Saving Throws (see below).

DEATH SAVING THROWS

Whenever you start your turn with 0 Hit Points, you must make a Death Saving Throw to determine whether you creep closer to death or hang on to life.

KNOCKING OUT A CREATURE

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point and give it the Unconscious condition. It then starts a Short Rest, at the end of which that condition ends on it. The condition ends early if the creature regains any Hit Points or if someone takes an action to administer first aid to it, making a successful DC 10 Wisdom (Medicine) check.

Unlike other saving throws, this one isn't tied to an ability score. You're in the hands of fate now.

Three Successes/Failures. Roll 1d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become Stable (see "Stabilizing a Character" below). On your third failure, you die.

The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any Hit Points or become Stable.

Rolling a 1 or 20. When you roll a 1 on the d20 for a Death Saving Throw, you suffer two failures. If you roll a 20 on the d20, you regain 1 Hit Point.

Damage at 0 Hit Points. If you take any damage while you have 0 Hit Points, you suffer a Death Saving Throw failure. If the damage is from a Critical Hit, you suffer two failures instead. If the damage equals or exceeds your Hit Point maximum, you die.

STABILIZING A CHARACTER

You can take the Help action to try to stabilize a creature with 0 Hit Points, which requires a successful DC 10 Wisdom (Medicine) check.

A Stable creature doesn't make Death Saving Throws even though it has 0 Hit Points, but it still has the Unconscious condition. If the creature takes damage, it stops being Stable and starts making Death Saving Throws again. A Stable creature that isn't healed regains 1 Hit Point after 1d4 hours.

TEMPORARY HIT POINTS

Some spells and other effects confer Temporary Hit Points, which are a buffer against losing actual Hit Points, as explained below.

LOSE TEMPORARY HIT POINTS FIRST

If you have Temporary Hit Points and take damage, those points are lost first, and any leftover damage carries over to your Hit Points. For example, if you have 5 Temporary Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points.

DURATION

Temporary Hit Points last until they're depleted or you finish a Long Rest (see the rules glossary).

THEY DON'T STACK

Temporary Hit Points can't be added together. If you have Temporary Hit Points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 Temporary Hit Points when you already have 10, you can have 12 or 10, not 22.

THEY'RE NOT HIT POINTS OR HEALING

Temporary Hit Points can't be added to your Hit Points, healing can't restore them, and receiving Temporary Hit Points doesn't count as healing. Because Temporary Hit Points aren't Hit Points, a creature can be at full Hit Points and receive Temporary Hit Points.

If you have 0 Hit Points, receiving Temporary Hit Points doesn't restore you to consciousness. Only true healing can save you.

CONDITIONS

Many effects impose a condition, a temporary state that alters the recipient's capabilities. The following conditions are defined in the rules glossary:

Blinded
Charmed
Deafened
Exhaustion
Frightened
Grappled
Incapacitated
Invisible
Paralyzed
Petrified
Poisoned
Prone
Restrained
Stunned
Unconscious

The definition of a condition specifies what happens to its recipient while affected by it, and some conditions apply other conditions.

DURATION

A condition lasts either for a duration specified by the effect that imposed the condition or until the condition is countered (the Prone condition is countered by standing up, for example).

NO STACKING

If multiple effects impose the same condition on you, each instance of the condition has its own duration, but the condition's effects don't get worse. Either you have a condition or you don't. The Exhaustion condition is an exception; its effects get worse if you have the condition and receive it again.

COMBAT AND DAMAGE EXAMPLE

In this scene, threats force a group of adventurers into battle. This example demonstrates the turn-based flow of combat that gives each player a chance to detail what they do during the high-stakes moments of a fight.

Below Castle Ravenloft, the characters enter combat!

Jared (as DM): Yellow lichen covers the ceiling in this passage, which has alcoves along both sides.

Russell (as Shreeve): I peer into the nearest alcoves.

⑧ **Jared:** They each contain human skeletal remains. The silence is broken suddenly by the rattle of bones as the skeletons lurch to their feet all around you and prepare to attack!

Russell: Ack! How many skeletons?

⑨ **Jared:** Ten in all, and they're hostile. Roll Initiative!

Russell: Ten skeletons? Yikes! I got a 16.

Maeve (as Mirabella): I got 8.

Phillip (as Gareth): An incredible 2 for Gareth.

Amy (as Auro): I got a 19!

⑩ **Jared:** The Rogue is quick to react—but not as quick as the skeletons! They got a 20. The first four attack the person in the lead: Shreeve.

Russell: Oh, boy.

⑪ **Jared:** Their attack roll totals are 8, 16, 18, and 20.

Russell: The 8 and 16 miss my AC, but the others hit.

Jared: Two of them stick you with their broken blades, dealing a total of 9 Piercing damage.

Russell: Is that the best you can do?

Phillip: Never say that to the DM.

Jared: Heh. Now two of them attack Auro. The first roll is a natural 1: a miss. The second roll is 16.

Amy: That hits.

Jared: You take 4 Piercing damage, and one of them attacks Mirabella with a roll of 14.

⑫ **Maeve:** Hits. No, wait! I cast *Shield*, so that misses.

Jared: The skeleton's blade bounces off your shield of magical force. Then two of them attack Gareth. One misses with a 5, but the other one lands a solid blow with a 21, dealing 7 piercing damage.

Phillip: That got my attention!

Jared: That's nine attacks. There's one more skeleton at the end of the hall. It moves up and waits for an opening. Now it's Auro's turn.

Amy: I attack one close to me. Does a 24 hit?

Jared: A solid hit!

Amy: And it's next to one of my allies, right?

Jared: Yes.

⑬ **Amy:** So with my Sneak Attack, that's 22 damage!

Jared: Your blade slides into an empty eye socket, and the skeleton clatters to the ground, now inanimate and harmless.

⑬ **Amy:** Then I use Cunning Action to Disengage as a Bonus Action and move 20 feet out of the melee.

Jared: Very good. Shreeve?

⑭ **Russell:** I drop my sword and pull out my warhammer. Time to break some bones! My first attack is a 21 to hit for 7 Bludgeoning damage.

⑧

Starting Combat. While describing the skeletons animating, the DM gets ready to start combat by mentally figuring out where everyone is, referring to the map of the area and the party's established marching order.

⑨

Rolling Initiative. The next step in combat is for everyone involved to roll Initiative.

⑩

Taking Turns. Now each participant in the battle takes a turn in Initiative order. The skeletons go first because they got the highest Initiative: 20.

⑪

Attack Rolls. When a creature attacks, whether swinging a sword or firing an arrow from a bow, its player makes an attack roll. If the total is equal to or higher than the target's Armor Class (AC), the attack hits.

⑫

Spells and Reactions. Mirabella casts the *Shield* spell. It's a special property of this spell that it can be cast even when it's not the caster's turn, using her Reaction (see "Actions" earlier in this chapter).

⑬

Special Abilities. Auro's Sneak Attack lets him deal extra damage to the skeletons, and his Cunning Action lets him Disengage as a Bonus Action. These are examples of class features (described in chapter 3) that let characters bend the rules.

⑭

Vulnerability. An attack that deals Bludgeoning damage is deadly to skeletons. Shreeve knows this from past experience, which is why she drops her sword and switches to a Bludgeoning weapon. She rolls only 7 damage, but the DM knows the skeleton actually takes 14 damage.

JOHN GRELLO

Jared: It tries to block your swing, but the force of your blow destroys the skeleton!

Russell: I swing at the next skeleton with 11 to hit.

Jared: The skeleton dodges out of the way.

Russell: Rats. That's my turn.

Jared: Mirabella?

⑮ **Maeve:** How many can I get in a 15-foot Cube?

Jared: Three if you don't want to get Shreeve too.

⑯ **Maeve:** That's probably best. I cast *Thunderwave* at those three, using a level 2 spell slot. So there's a loud boom, and a wave of thunderous force sweeps over the skeletons. They need to make DC 15 Constitution saves.

Jared: They all fail!

Maeve: Because I used a level 2 slot, that's 15 Thunder damage, and they're pushed 10 feet away.

Jared: They're pushed back and shattered.

Maeve: Excellent! Four down, six to go.

Jared: And it's Gareth's turn at last!

Phillip: How many of them are within 30 feet of me?

Jared: All six.

⑰ **Phillip:** I hold up my Holy Symbol and ask Pelor the Holy Sun to sear these skeletons. They need to make DC 15 Wisdom saves.

Jared (rolling): Oh, those are not good numbers. None of them even got close.

Phillip: They each take 18 Radiant damage and—

Jared: Never mind the "and." Pelor does indeed smite these skeletons! They're silhouetted for a moment in a burst of brilliant light, then they vanish, leaving only their broken swords behind.

⑮

Areas of Effect. Spells and many other effects in the game fill a specific area that is defined by the rules, like the 15-foot Cube of the *Thunderwave* spell. See the rules glossary for more on areas of effect.

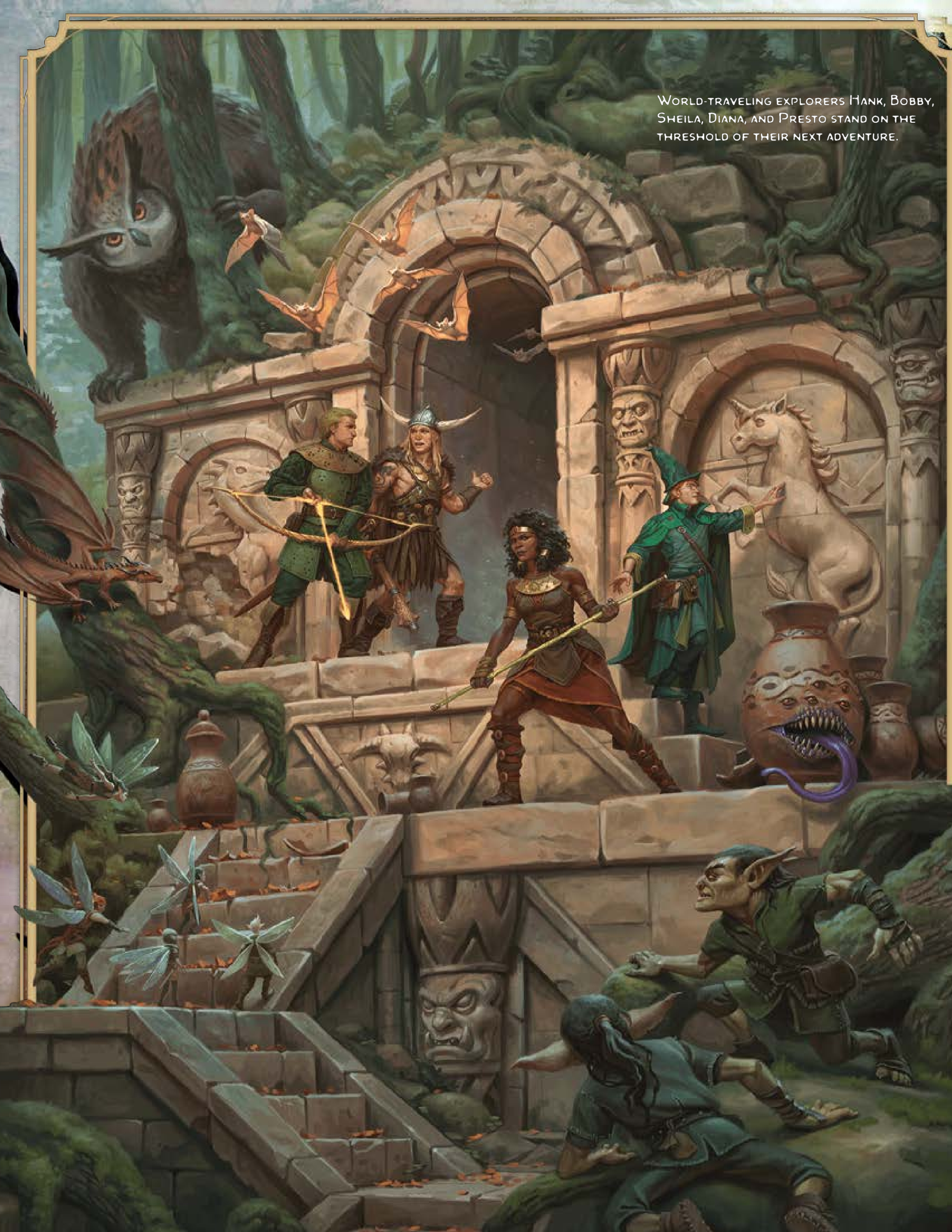
⑯

Saving Throws. The skeletons make Constitution saving throws to resist the *Thunderwave* spell. When they fail those saves, they take damage and are pushed, as defined in that spell's description.

Damage and Hit Points. The skeletons have 13 Hit Points each, so the spells and attacks in this example deal enough damage to destroy them. If a spell or an attack dealt less than 13 damage, the DM would keep track of the damage each skeleton has taken until it is reduced to 0 Hit Points and is destroyed.

⑰

Saving Throws. Gareth's Sear Undead is a class feature (see chapter 3). As with Mirabella's *Thunderwave* spell, Sear Undead forces the skeletons to make a saving throw.



World-traveling explorers Hank, Bobby, Sheila, Diana, and Presto stand on the threshold of their next adventure.

CHAPTER 2

Creating a Character

You can make a character for Dungeons & Dragons using the building blocks in this book. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a class (such as Fighter or Wizard), a background (such as Sailor or Acolyte), and a species (such as Human or Elf). You also invent the personality and appearance of your character. Once completed, your character serves as your avatar in the D&D multiverse.

Get Ready

Before you dive into character creation, there are a few things to do to get ready, as explained below.

Talk with Your DM

Start by talking with your Dungeon Master about the type of D&D game they plan to run. If the DM draws inspiration from Greek myth, for example, you might choose a different direction for your character than if the DM is planning for swashbuckling on the high seas. Think about the kind of adventurer you want to play in this game. If you don't know where to begin, look at the character illustrations in this book for inspiration.

Choose a Character Sheet

You'll record the main details of your character on a character sheet. Throughout this chapter, we use the term "character sheet" to mean whatever you use to track your character's details, whether it's a printed character sheet (like the one shown on the following pages), a digital character sheet like the one on D&D Beyond, or plain paper. Choose whichever style of sheet works for you, and then embark on creating a character!

Session Zero

Some Dungeon Masters start a campaign with a "session zero," an initial gathering focused on creating characters and setting expectations, including topics to avoid as well as those to embrace. A session zero provides a great opportunity to talk to the other players and the DM and decide whether your characters know one another, how they met, and what sorts of quests the group might undertake together.

DMITRY BURMAK

Create Your Character

Here are the steps to make a character; each step is explored in detail in this chapter:

1: **Choose a Class.** Every adventurer is a member of a class. A class broadly describes a character's vocation, special talents, and favored tactics.

2: **Determine Origin.** A character's origin includes two elements: background and species. How did the character spend the years leading up to a life of adventure? Who are the character's ancestors? You can also choose your character's languages.

3: **Determine Ability Scores.** Much of what your character does in the game depends on the character's six abilities.

4: **Choose an Alignment.** Alignment is a shorthand for your character's moral compass.

5: **Fill in Details.** Using the choices you've made, fill in the remaining details on your character sheet.

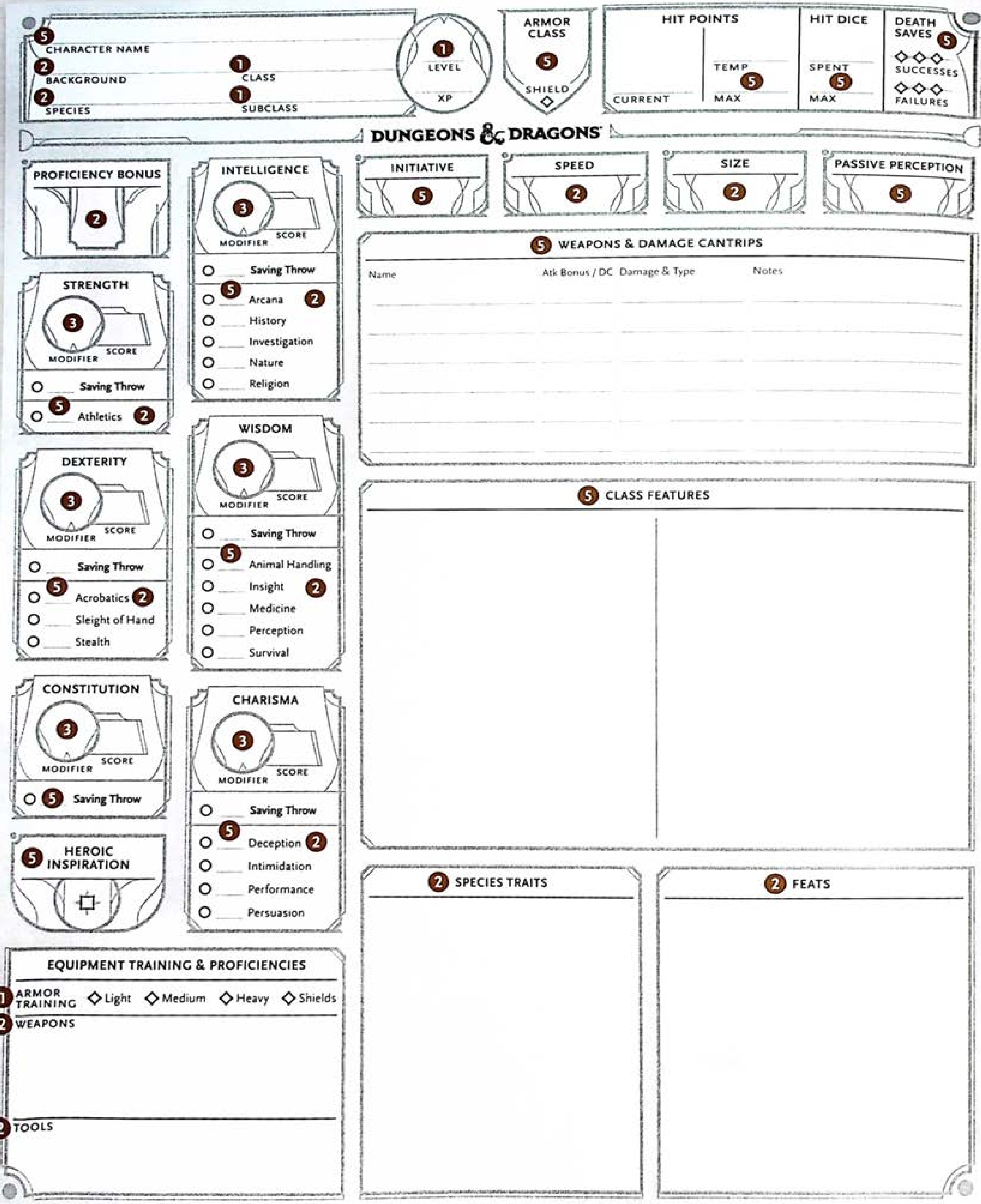
On the character sheet on the following pages, many spaces are labeled with a number that corresponds with one of those steps.

Step 1: Choose a Class

Choose a class, and write it on your character sheet. The Class Overview table summarizes the classes. See chapter 3 for the classes' details.

Class Overview

Class	Likes ...	Primary Ability	Complexity
Barbarian	Battle	Strength	Average
Bard	Performing	Charisma	High
Cleric	Gods	Wisdom	Average
Druid	Nature	Wisdom	High
Fighter	Weapons	Strength or Dexterity	Low
Monk	Unarmed combat	Dexterity and Wisdom	High
Paladin	Defense	Strength and Charisma	Average
Ranger	Survival	Dexterity and Wisdom	Average
Rogue	Stealth	Dexterity	Low
Sorcerer	Power	Charisma	High
Warlock	Occult lore	Charisma	High
Wizard	Spellbooks	Intelligence	Average



⑤ CHARACTER NAME

② BACKGROUND ① CLASS

② SPECIES ① SUBCLASS

① LEVEL

XP

ARMOR CLASS ⑤

SHIELD ◇

HIT POINTS

CURRENT

TEMP ⑤

MAX

HIT DICE

SPENT ⑤

MAX

DEATH SAVES ⑤

◇◇◇ SUCCESSES

◇◇◇ FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS ②

STRENGTH ③

MODIFIER SCORE

○ Saving Throw

○ ⑤ Athletics ②

DEXTERITY ③

MODIFIER SCORE

○ Saving Throw

○ ⑤ Acrobatics ②

○ Sleight of Hand

○ Stealth

CONSTITUTION ③

MODIFIER SCORE

○ ⑤ Saving Throw

⑤ HEROIC INSPIRATION

INTELLIGENCE ③

MODIFIER SCORE

○ Saving Throw

○ ⑤ Arcana ②

○ History

○ Investigation

○ Nature

○ Religion

WISDOM ③

MODIFIER SCORE

○ Saving Throw

○ ⑤ Animal Handling

○ Insight ②

○ Medicine

○ Perception

○ Survival

CHARISMA ③

MODIFIER SCORE

○ Saving Throw

○ ⑤ Deception ②

○ Intimidation

○ Performance

○ Persuasion

INITIATIVE ⑤

SPEED ②

SIZE ②

PASSIVE PERCEPTION ⑤

⑤ WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

⑤ CLASS FEATURES

② SPECIES TRAITS

② FEATS

EQUIPMENT TRAINING & PROFICIENCIES

① ARMOR TRAINING ◇ Light ◇ Medium ◇ Heavy ◇ Shields

② WEAPONS

② TOOLS

⑤

SPELLCASTING ABILITY

⑤	**SPELLCASTING MODIFIER**
⑤	**SPELL SAVE DC**
⑤	**SPELL ATTACK BONUS**

⑤ SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
Level 1		◇◇◇◇	Level 4		◇◇◇	Level 7		◇◇
Level 2		◇◇◇	Level 5		◇◇◇	Level 8		◇
Level 3		◇◇◇	Level 6		◇◇	Level 9		◇

⑤ CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
				◇C ◇R ◇M	
				◇C ◇R ◇M	
				◇C ◇R ◇M	
				◇C ◇R ◇M	
				◇C ◇R ◇M	
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				◇C ◇R ◇M	
				◇C ◇R ◇M	

③ APPEARANCE

② BACKSTORY & PERSONALITY

Alignment

④

② LANGUAGES

② EQUIPMENT

Magic Item Attunement

◇

◇

◇

② COINS

CP	SP	EP	GP	PP

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A Balanced Party

The classic D&D party comprises a Cleric, Fighter, Rogue, and Wizard. Those four classes have the longest history in the game, but more importantly, they bring a balanced mix of capabilities to adventures. You're welcome to use that party setup or modify it using these guidelines:

Cleric. Replace with Bard or Druid
Fighter. Replace with Barbarian, Monk, Paladin, or Ranger
Rogue. Replace with Bard or Ranger
Wizard. Replace with Bard, Sorcerer, or Warlock

Write Your Level

Write your character's level on your character sheet. Typically, a character starts at level 1 and advances in level by adventuring and gaining Experience Points (XP).

Write Your XP. Also record your Experience Points. A level 1 character has 0 XP.

Starting at a Higher Level. Your DM might start you at a higher level. If you start at level 3 or higher, write your chosen subclass on your character sheet. See the "Starting at Higher Levels" section later in the chapter for more information.

Note Armor Training

Your class might give you training with certain categories of armor. Note your armor training on your character sheet. Armor training with a kind of armor means you can wear that armor effectively, gaining defensive bonuses from it. The categories of armor are described in chapter 6.

Hold That Thought

You'll fill in more details about your class later. Choosing your class is the most important decision you make in creating a character, and it informs many of the decisions you make in later steps. You'll return to your class's description in chapter 3 several more times before you're done.

Step 2: Determine Origin

Determining your character's origin involves choosing a background, a species, and two languages.

A character's background represents the place and occupation that were most formative for the character. The combination of background, species, and languages provides fertile soil for your imagination as you ponder your character's earliest days.

Choose a Background

Choose your character's background, and write it on your character sheet. You can choose any of the backgrounds detailed in chapter 4, and your DM might offer additional backgrounds as options.

The background you choose influences step 3, when you determine your character's ability scores. If you're having trouble choosing, the Ability Scores and Backgrounds table shows which backgrounds benefit which ability scores. Look for your class's primary ability there.

Ability Scores and Backgrounds

Ability	Backgrounds
Strength	Artisan, Entertainer, Farmer, Guard, Noble, Sailor, Soldier
Dexterity	Artisan, Charlatan, Criminal, Entertainer, Guide, Sailor, Scribe, Soldier, Wayfarer
Constitution	Charlatan, Criminal, Farmer, Guide, Hermit, Merchant, Sage, Soldier
Intelligence	Acolyte, Artisan, Criminal, Guard, Merchant, Noble, Sage, Scribe
Wisdom	Acolyte, Farmer, Guard, Guide, Hermit, Sage, Sailor, Scribe, Wayfarer
Charisma	Acolyte, Charlatan, Entertainer, Hermit, Merchant, Noble, Wayfarer

Record Your Feat. A background gives you a feat, which grants your character particular capabilities. Feats are detailed in chapter 5. Write the feat on your character sheet.

Note Proficiencies. Your background gives proficiency in two skills and with one tool. Record this information on your character sheet.

Your class also gives proficiencies. Check your class description in chapter 3 and note the proficiencies on your character sheet.

On the sample character sheet, you can indicate proficiency in skills and saving throws by marking the circle next to them.

The features table in your class description shows your Proficiency Bonus (described in chapter 1), which is +2 for a level 1 character. Note this number on your character sheet. You'll fill in other numbers connected to these proficiencies in step 5.

Choose Starting Equipment

Your background and class both provide starting equipment. Any coins that you gain at this step can be immediately spent on equipment from chapter 6. In addition, you can have one trinket at no cost (see the Trinkets table at the end of this chapter).

Record your chosen equipment on your character sheet. Equipment is described in chapter 6, but for now you can just write it all down and look up the specifics in that chapter later. There's also space on the sample character sheet to note any coins you have left after purchasing your equipment, as well as treasure you acquire on your adventures.

CHOOSE A SPECIES

Choose a species for your character. The following species options are detailed in chapter 4: Aasimar, Dragonborn, Dwarf, Elf, Gnome, Goliath, Halfling, Human, Orc, and Tiefling. Once you've chosen a species, write it on your character sheet. Then record your species' traits.

Your character's size and Speed are determined by the character's species; record these in the appropriate places on your character sheet as well (you may write just the first letter of your size).

IMAGINE YOUR PAST AND PRESENT

Let your character's background and species inspire how you imagine their past. That past fed into the character's present. With that in mind, consider answers to the following questions as your character:

- Who raised you?
- Who was your dearest childhood friend?
- Did you grow up with a pet?
- Have you fallen in love? If so, with whom?
- Did you join an organization, such as a guild or religion? If so, are you still a member of it?
- What elements of your past inspire you to go on adventures now?

CHOOSE LANGUAGES

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it. Your class and other features might also give you languages.

The Standard Languages table lists languages that are widespread on D&D worlds. Every player character knows Common, which originated in the planar metropolis of Sigil, the hub of the multiverse. The other standard languages originated with the first members of the most prominent species in the worlds of D&D and have since spread widely.

STANDARD LANGUAGES

1d12	Language	Origin
—	Common	Sigil
1	Common Sign Language	Sigil
2	Draconic	Dragons
3–4	Dwarvish	Dwarves
5–6	Elvish	Elves
7	Giant	Giants
8	Gnomish	Gnomes
9	Goblin	Goblinoids
10–11	Halfling	Halflings
12	Orc	Orcs

CONSIDER HOW YOUR CHOICES COMBINE TO SET YOUR CHARACTER ON THE PATH TO ADVENTURE.

The Rare Languages table lists languages that are either secret or derived from other planes of existence and thus less widespread in the worlds of the Material Plane. Some features let a character learn a rare language.

RARE LANGUAGES

Language	Origin
Abyssal	Demons of the Abyss
Celestial	Celestials
Deep Speech	Aberrations
Druidic	Druidic circles
Infernal	Devils of the Nine Hells
Primordial*	Elementals
Sylvan	The Feywild
Thieves' Cant	Various criminal guilds
Undercommon	The Underdark

*Primordial includes the Aquan, Auran, Ignan, and Terran dialects. Creatures that know one of these dialects can communicate with those that know a different one.

STEP 3: DETERMINE ABILITY SCORES

To determine your character's ability scores, you first generate a set of six numbers using the instructions below and then assign them to your six abilities. Chapter 1 explains what each ability means.

GENERATE YOUR SCORES

Determine your ability scores by using one of the following three methods. Your DM might prefer you to use a particular one.

Standard Array. Use the following six scores for your abilities: 15, 14, 13, 12, 10, 8.

Random Generation. Roll four d6s and record the total of the highest three dice. Do this five more times, so you have six numbers.

Point Cost. You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Costs table. For example, a score of 14 costs 7 of your 27 points.

ABILITY SCORE POINT COSTS

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

ASSIGN ABILITY SCORES

Once you've generated six scores, assign them to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, keeping in mind your class's primary ability. Fill in the ability modifiers as well.

If you're using the Standard Array option, consult the Standard Array by Class table for suggestions on where to assign scores for your character's class. The table puts the highest scores in a class's main abilities. If you used a different method to generate the scores, you may still use this table to guide where you place your highest and lowest scores.

BACKGROUNDS AND SPECIES FROM OLDER BOOKS

Backgrounds in older D&D books don't include ability score adjustments. If you're using a background from an older book, adjust your ability scores by increasing one score by 2 and a different one by 1, or increase three scores by 1. None of these increases can raise a score above 20.

Similarly, species in older books include ability score increases. If you're using a species from an older book, ignore those increases and use only the ones given by your background.

Also, if the background you choose doesn't provide a feat, you gain an Origin feat of your choice.

STANDARD ARRAY BY CLASS

Class	Str.	Dex.	Con.	Int.	Wis.	Cha.
Barbarian	15	13	14	10	12	8
Bard	8	14	12	13	10	15
Cleric	14	8	13	10	15	12
Druid	8	12	14	13	15	10
Fighter	15	14	13	8	10	12
Monk	12	15	13	10	14	8
Paladin	15	10	13	8	12	14
Ranger	12	15	13	8	14	10
Rogue	12	15	13	14	10	8
Sorcerer	10	13	14	8	12	15
Warlock	8	14	13	12	10	15
Wizard	8	12	13	15	14	10

ADJUST ABILITY SCORES

After assigning your ability scores, adjust them according to your background. Your background lists three abilities; increase one of those scores by 2 and a different one by 1, or increase all three by 1. None of these increases can raise a score above 20.

Some players like to increase their class's primary ability, while others prefer to increase a low score.

DETERMINE ABILITY MODIFIERS

Finally, determine your ability modifiers using the Ability Scores and Modifiers table. Write the modifier next to each of your scores.

ABILITY SCORES AND MODIFIERS

Score	Modifier	Score	Modifier
3	−4	12–13	+1
4–5	−3	14–15	+2
6–7	−2	16–17	+3
8–9	−1	18–19	+4
10–11	+0	20	+5

DESCRIBE APPEARANCE AND PERSONALITY

Ability scores are an essential part of the rules, but they can be more than that. Once you've assigned your ability scores, give some thought to what those scores might say about your character's appearance and personality. A very strong character with low Charisma might look and behave differently from a charismatic character with low Strength. The following tables of descriptive words give suggestions of how you might describe your character based on having a high or low score in an ability.

Note your character's appearance and personality on your character sheet.

STRENGTH

1d4	High Str.	1d4	Low Str.
1	Muscular	1	Weak
2	Sinewy	2	Slight
3	Protective	3	Self-conscious
4	Direct	4	Indirect

DEXTERITY

1d4	High Dex.	1d4	Low Dex.
1	Lithe	1	Jittery
2	Dynamic	2	Clumsy
3	Fidgety	3	Hesitant
4	Poised	4	Unsteady

CONSTITUTION

1d4	High Con.	1d4	Low Con.
1	Energetic	1	Frail
2	Hale	2	Squeamish
3	Hearty	3	Lethargic
4	Stable	4	Fragile

INTELLIGENCE

1d4	High Int.	1d4	Low Int.
1	Decisive	1	Artless
2	Logical	2	Illogical
3	Informative	3	Uninformed
4	Curious	4	Frivolous

WISDOM

1d4	High Wis.	1d4	Low Wis.
1	Serene	1	Rash
2	Considerate	2	Distracted
3	Attentive	3	Oblivious
4	Wary	4	Naive

CHARISMA

1d4	High Cha.	1d4	Low Cha.
1	Charming	1	Pedantic
2	Commanding	2	Humorless
3	Hilarious	3	Reserved
4	Inspiring	4	Tactless

UNALIGNED CREATURES

Most creatures that lack the capacity for rational thought don't have alignments; they are unaligned. Sharks are savage predators, for example, but they aren't evil; they are unaligned.

RANDALL MACKEY

STEP 4: CHOOSE AN ALIGNMENT

Choose your character's alignment from the options below, and note it on your character sheet.

D&D assumes that player characters aren't of an evil alignment. Check with your DM before making an evil character.

THE NINE ALIGNMENTS

A creature's alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral).

The summaries of the alignments below describe the typical behavior of a creature with that alignment; individuals can vary from that behavior.

Lawful Good (LG). Lawful Good creatures endeavor to do the right thing as expected by society. Someone who fights injustice and protects the innocent without hesitation is probably Lawful Good.

Neutral Good (NG). Neutral Good creatures do the best they can, working within rules but not feeling bound by them. A kindly person who helps others according to their needs is probably Neutral Good.

Chaotic Good (CG). Chaotic Good creatures act as their conscience directs with little regard for what others expect. A rebel who waylays a cruel baron's tax collectors and uses the stolen money to help the poor is probably Chaotic Good.

Lawful Neutral (LN). Lawful Neutral individuals act in accordance with law, tradition, or personal codes. Someone who follows a disciplined rule of life—and isn't swayed either by the demands of those in need or by the temptations of evil—is probably Lawful Neutral.

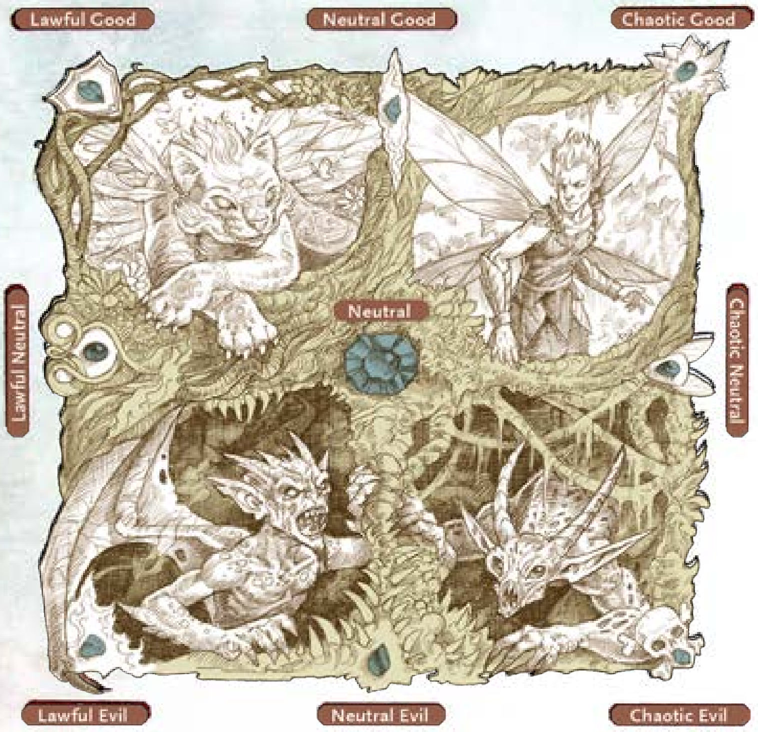
Neutral (N). Neutral is the alignment of those who prefer to avoid moral questions and don't take sides, doing what seems best at the time. Someone who's bored by moral debate is probably Neutral.

Chaotic Neutral (CN). Chaotic Neutral creatures follow their whims, valuing their personal freedom above all else. A scoundrel who wanders the land living by their wits is probably Chaotic Neutral.

Lawful Evil (LE). Lawful Evil creatures methodically take what they want within the limits of a code of tradition, loyalty, or order. An aristocrat exploiting citizens while scheming for power is probably Lawful Evil.

Neutral Evil (NE). Neutral Evil is the alignment of those who are untroubled by the harm they cause as they pursue their desires. A criminal who robs and murders as they please is probably Neutral Evil.

Chaotic Evil (CE). Chaotic Evil creatures act with arbitrary violence, spurred by their hatred or bloodlust. A villain pursuing schemes of vengeance and havoc is probably Chaotic Evil.



Alignments might be visualized as a grid like this—along with creatures that embody those alignments.

Alignment and Personality

Alignment can shape a character's personality, goals, and core beliefs. Looking at the two elements of an alignment, you can use the lists below to inspire details of your character's personality.

Personality Traits by Alignment

Alignment	1d4	Associated Trait
Chaotic	1	Boastful
	2	Impulsive
	3	Rebellious
	4	Self-absorbed
Good	1	Compassionate
	2	Helpful
	3	Honest
	4	Kind
Evil	1	Dishonest
	2	Vengeful
	3	Cruel
	4	Greedy
Lawful	1	Cooperative
	2	Loyal
	3	Judgmental
	4	Methodical
Neutral	1	Selfish
	2	Disinterested
	3	Laconic
	4	Pragmatic

Step 5: Fill In Details

Now fill in the rest of your character sheet.

Record Class Features

Look at your class's feature table in chapter 3, and write down the level 1 features. The class features are detailed in that same chapter.

Some class features offer choices. Make sure to read all your features and make any offered choices.

Fill In Numbers

Note these numbers on your character sheet.

Saving Throws. For the saving throws you have proficiency in, add your Proficiency Bonus to the appropriate ability modifier and note the total. Some players also like to note the modifier for saving throws they're not proficient in, which is just the relevant ability modifier.

Skills. For skills you have proficiency in, add your Proficiency Bonus to the ability modifier associated with that skill, and note the total. You might also wish to note the modifier for skills you're not proficient in, which is just the relevant ability modifier.

Passive Perception. Sometimes your DM will determine whether your character notices something without asking you to make a Wisdom (Perception) check; the DM uses your Passive Perception instead. Passive Perception is a score that reflects a general awareness of your surroundings when you're not actively looking for something. Use this formula to determine your Passive Perception score:

Passive Perception = 10 + Wisdom (Perception) check modifier

Include all modifiers that apply to your Wisdom (Perception) checks. For example, if your character has a Wisdom of 15 and proficiency in the Perception skill, you have a Passive Perception of 14 (10 + 2 for your Wisdom modifier + 2 for proficiency).

Hit Points. Your class and Constitution modifier determine your Hit Point maximum at level 1, as shown on the Level 1 Hit Points by Class table.

Level 1 Hit Points by Class

Class	Hit Point Maximum
Barbarian	12 + Con. modifier
Fighter, Paladin, or Ranger	10 + Con. modifier
Bard, Cleric, Druid, Monk, Rogue, or Warlock	8 + Con. modifier
Sorcerer or Wizard	6 + Con. modifier

The character sheet includes room to note your current Hit Points when you take damage, as well as any Temporary Hit Points you might gain. There's also space to track Death Saving Throws.

Hit Point Dice. Your class's description tells you the die type of your character's Hit Point Dice (or Hit Dice for short); write this on your character sheet. At level 1, your character has 1 Hit Die. You can spend Hit Dice during a Short Rest to recover Hit Points. Your character sheet also includes space to note how many Hit Dice you've spent.

Initiative. Write your Dexterity modifier in the space for Initiative on your character sheet.

Armor Class. Without armor or a shield, your base Armor Class is 10 plus your Dexterity modifier. If your starting equipment includes armor or a Shield (or both), calculate your AC using the rules in chapter 6. A class feature might give you a different way to calculate your AC.

Attacks. In the Weapons & Damage Cantrips section of the character sheet, write your starting weapons. The attack roll bonus for a weapon with which you have proficiency is one of the following unless a weapon's property says otherwise:

Melee attack bonus = Strength modifier
+ Proficiency Bonus
Ranged attack bonus = Dexterity modifier
+ Proficiency Bonus

Look up the damage and properties of your weapons in chapter 6. You add the same ability modifier you use for attacks with a weapon to your damage rolls with that weapon.

Spellcasting. Note both the saving throw DC for your spells and the attack bonus for attacks you make with them, using these formulas:

Spell save DC = 8 + spellcasting ability modifier
+ Proficiency Bonus
Spell attack bonus = spellcasting ability modifier
+ Proficiency Bonus

Your spellcasting ability modifier for a spell is determined by whatever feature gives you the ability to cast the spell.

Spell Slots, Cantrips, and Prepared Spells. If your class gives you the Spellcasting or Pact Magic feature, your class features table shows the number of spell slots you have available, how many cantrips you know, and how many spells you can prepare. Choose your cantrips and prepared spells, and note them—along with your number of spell slots—on your character sheet.

NAME YOUR CHARACTER

Choose a name for your character, and write it on your character sheet. The name can be whatever you like. Was it the name of an ancestor? Does it have religious or other significance? Is it a name you chose for yourself?

CREATE FINAL DETAILS

As you finish creating your character, consider whether you'd like to make up any other details about the character. Here are the sorts of things you might ask yourself as the character:

- What's your gender?
- What person or people do you care most about?
- What's your deepest fear?
- On your adventures, will you seek knowledge, wealth, glory, enlightenment, justice, mercy, power, or something else?

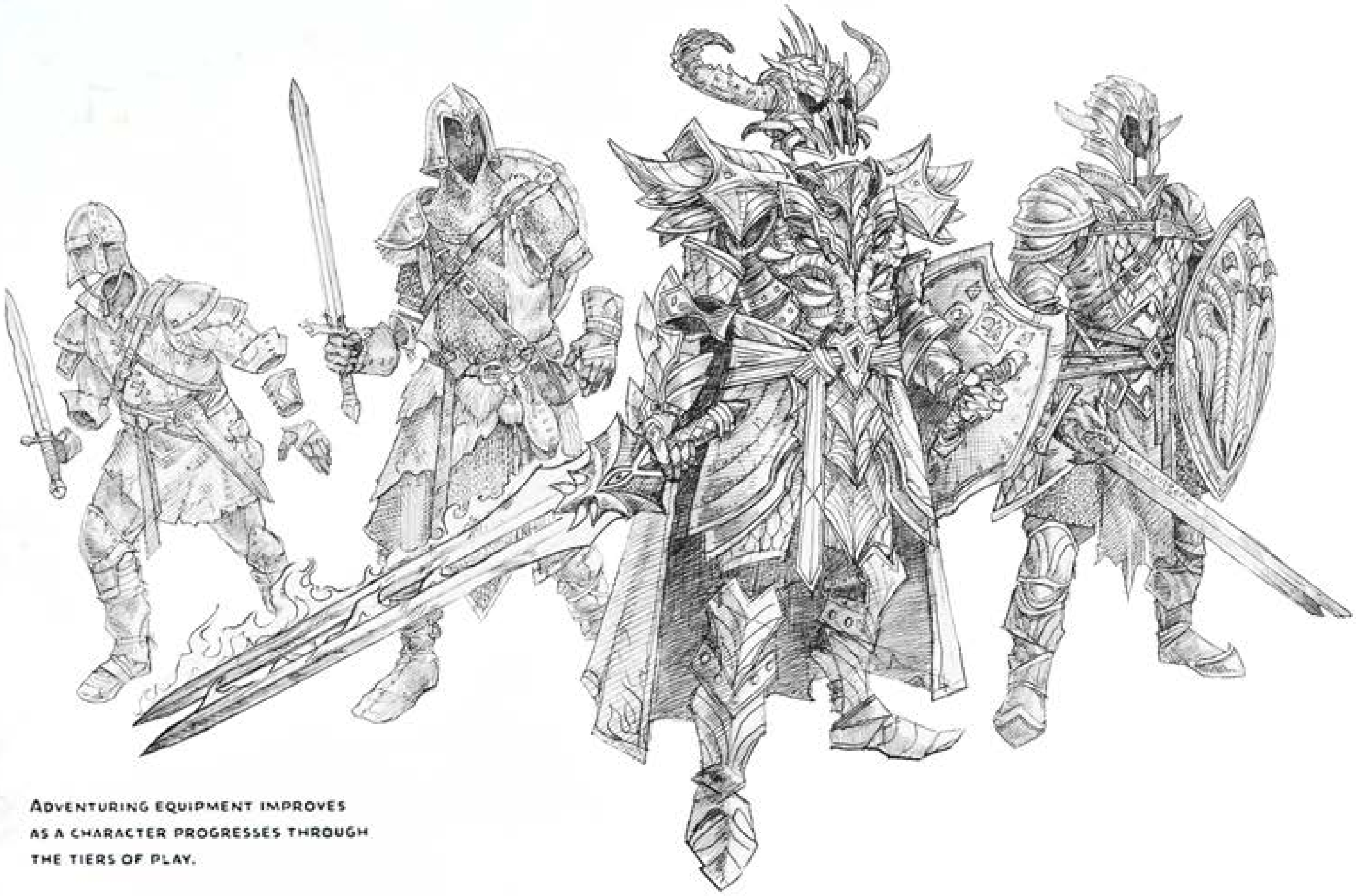
LEVEL ADVANCEMENT

While going on adventures, your character gains experience, represented by Experience Points (XP). A character who reaches a specified Experience Point total advances in capability. This advancement is called gaining a level.

The Character Advancement table lists the XP you need to advance to a level and the Proficiency Bonus for a character of that level. When your XP total equals or exceeds a number in the Experience Points column, you reach the corresponding level.

CHARACTER ADVANCEMENT

Level	Experience Points	Proficiency Bonus
1	0	+2
2	300	+2
3	900	+2
4	2,700	+2
5	6,500	+3
6	14,000	+3
7	23,000	+3
8	34,000	+3
9	48,000	+4
10	64,000	+4
11	85,000	+4
12	100,000	+4
13	120,000	+5
14	140,000	+5
15	165,000	+5
16	195,000	+5
17	225,000	+6
18	265,000	+6
19	305,000	+6
20	355,000	+6



Adventuring equipment improves as a character progresses through the tiers of play.

Gaining a Level

When you gain a level, follow these steps:

1: **Choose a Class.** Most characters advance in the same class. However, you might decide to gain a level in another class using the rules in the "Multiclassing" section later in this chapter.

2: **Adjust Hit Points and Hit Point Dice.** Each time you gain a level, you gain an additional Hit Die. Roll that die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your Hit Point maximum. Instead of rolling, you can use the fixed value shown in the Fixed Hit Points by Class table.

Fixed Hit Points by Class

Class	Hit Points per Level
Barbarian	7 + Con. modifier
Fighter, Paladin, or Ranger	6 + Con. modifier
Bard, Cleric, Druid, Monk, Rogue, or Warlock	5 + Con. modifier
Sorcerer or Wizard	4 + Con. modifier

3: **Record New Class Features.** Look at your class features table in chapter 3, and note the features you gain at your new level in that class. Make any choices offered by a new feature.

4: **Adjust Proficiency Bonus.** A character's Proficiency Bonus increases at certain levels, as shown in the Character Advancement table and your class features table in chapter 3. When your Proficiency Bonus increases, increase all the numbers on your character sheet that include your Proficiency Bonus.

5: **Adjust Ability Modifiers.** If you choose a feat that increases one or more of your ability scores, your ability modifier also changes if the new score is an even number. When that happens, adjust all the numbers on your character sheet that use that ability modifier. When your Constitution modifier increases by 1, your Hit Point maximum increases by 1 for each level you have attained. For example, if a character reaches level 8 and increases their Constitution score from 17 to 18, the Constitution modifier increases to +4. The character's Hit Point maximum then increases by 8, in addition to the Hit Points gained for reaching level 8.

Bonus Feats at Level 20

A DM can use feats as a form of advancement after characters reach level 20 to provide greater power to characters who have no more levels to gain. With this approach, each character gains one feat of their choice for every 30,000 XP the character earns above 355,000 XP. Epic Boon feats are especially appropriate for these bonus feats, but a player can choose any feat for which their level 20 character qualifies.

Tiers of Play

With each new level, characters acquire new capabilities that equip them to handle greater challenges. As characters advance in level, the tone of the game also changes, and the stakes of the campaign get higher. It's helpful to think of a character's (and a campaign's) arc in terms of four tiers of play, describing the journey from a level 1 character just beginning an adventuring career to the epic heights of level 20. These tiers don't have any rules associated with them; they point to the fact that the play experience evolves as characters gain levels.

Tier 1 (Levels 1–4)

In tier 1, characters are apprentice adventurers, though they are already set apart from the broader populace by virtue of their extraordinary abilities. They learn their starting class features and choose a subclass. The threats they face usually pose a danger to local farmsteads or villages.

Tier 2 (Levels 5–10)

In tier 2, characters are full-fledged adventurers. Spellcasters gain iconic spells such as *Fireball*, *Lightning Bolt*, and *Raise Dead*. Most weapon-focused classes gain the ability to make multiple attacks in a round. The characters now face dangers that threaten cities and kingdoms.

Tier 3 (Levels 11–16)

In tier 3, characters have reached a level of power that makes them special among adventurers. At level 11, many spellcasters learn reality-altering spells. Other characters gain features that allow them to make more attacks or to do more impressive things with those attacks. These adventurers often confront threats to whole regions.

Tier 4 (Levels 17–20)

At tier 4, characters achieve the pinnacle of their class features, becoming heroic archetypes. The fate of the world or even the order of the multiverse might hang in the balance during their adventures.

Starting at Higher Levels

Your DM might start your group's characters at a level higher than 1. It is particularly recommended to start at level 3 if your group is composed of seasoned D&D players.

Creating Your Character

Creating a higher-level character uses the same character-creation steps outlined in this chapter and the rules for advancing beyond level 1 provided in the "Level Advancement" section. You begin with the minimum amount of XP required to reach your starting level. For example, if the DM starts you at level 10, you have 64,000 XP.

Starting Equipment

The DM decides whether your character starts with more than the standard equipment for a level 1 character, possibly even one or more magic items. The Starting Equipment at Higher Levels table is a guide for the DM.

Also, check with your DM about what equipment is available for you to buy with your starting money. For example, the firearms described in chapter 6 are too expensive for level 1 characters, but they might be available for purchase if your DM allows them.

Starting Equipment at Higher Levels

Starting Level	Equipment and Money	Magic Items
2–4	Normal starting equipment	1 Common
5–10	500 GP plus 1d10 × 25 GP plus normal starting equipment	1 Common, 1 Uncommon
11–16	5,000 gp plus 1d10 × 250 GP plus normal starting equipment	2 Common, 3 Uncommon, 1 Rare
17–20	20,000 GP plus 1d10 × 250 GP plus normal starting equipment	2 Common, 4 Uncommon, 3 Rare, 1 Very Rare

MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. With this rule, you have the option of gaining a level in a new class whenever you advance in level instead of gaining a level in your current class. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in a single class.

PREREQUISITES

To qualify for a new class, you must have a score of at least 13 in the primary ability of the new class and your current classes. For example, a Barbarian who decides to multiclass into the Druid class must have Strength and Wisdom scores of 13 or higher, since Strength is the primary ability for Barbarians and Wisdom is the primary ability for Druids.

EXPERIENCE POINTS

The Experience Point cost to gain a level is based on your total character level, not your level in a particular class, as shown in the Character Advancement table in this chapter. For example, if you are a level 6 Cleric / level 1 Fighter, you must gain enough XP to reach level 8 before you can take your second level as a Fighter or your seventh level as a Cleric.

HIT POINTS AND HIT POINT DICE

You gain the Hit Points from your new class as described for levels after 1. You gain the level 1 Hit Points for a class only when your total character level is 1.

Add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If these dice are the same die type, you can pool them together. For example, both the Fighter and the Paladin have a d10 Hit Die, so if you are a level 5 Fighter / level 5 Paladin, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, track them separately. If you are a level 5 Cleric / level 5 Paladin, for example, you have five d8 Hit Dice and five d10 Hit Dice.

PROFICIENCY BONUS

Your Proficiency Bonus is based on your total character level, not your level in a particular class, as shown in the Character Advancement table. For example, if you are a level 3 Fighter / level 2 Rogue, you have the Proficiency Bonus of a level 5 character, which is +3.

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of the new class's starting proficiencies, as detailed in each class's description in chapter 3.

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. A few features have additional rules when you're multiclassing. Check the information about multiclassing included in each of your classes' descriptions.

Special rules apply to Extra Attack, Spellcasting, and features (such as Unarmored Defense) that give you alternative ways to calculate your Armor Class.

ARMOR CLASS

If you have multiple ways to calculate your Armor Class, you can benefit from only one at a time. For example, a Monk/Sorcerer with a Monk's Unarmored Defense feature and a Sorcerer's Draconic Resilience feature must choose only one of those features as a way to calculate Armor Class.

EXTRA ATTACK

If you gain the Extra Attack feature from more than one class, the features don't stack. You can't make more than two attacks with this feature unless you have a feature that says you can (such as the Fighter's Two Extra Attacks feature).

Similarly, the Warlock's Thirsting Blade invocation, which grants you the Extra Attack feature with your pact weapon, doesn't give you additional attacks if you also have Extra Attack.

SPELLCASTING

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Spellcasting feature from only one class, follow the rules for that class.

Spells Prepared. You determine what spells you can prepare for each class individually, as if you were a single-classed member of that class. If you are a level 4 Ranger / level 3 Sorcerer, for example, you can prepare five level 1 Ranger spells, and you can prepare six Sorcerer spells of level 1 or 2 (as well as four Sorcerer cantrips).

Each spell you prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell.

Cantrips. If a cantrip of yours increases in power at higher levels, the increase is based on your total character level, not your level in a particular class, unless the spell says otherwise.

MULTICLASS SPELLCASTER: SPELL SLOTS PER SPELL LEVEL

Level	1	2	3	4	5	6	7	8	9
1	2	—	—	—	—	—	—	—	—
2	3	—	—	—	—	—	—	—	—
3	4	2	—	—	—	—	—	—	—
4	4	3	—	—	—	—	—	—	—
5	4	3	2	—	—	—	—	—	—
6	4	3	3	—	—	—	—	—	—
7	4	3	3	1	—	—	—	—	—
8	4	3	3	2	—	—	—	—	—
9	4	3	3	3	1	—	—	—	—
10	4	3	3	3	2	—	—	—	—
11	4	3	3	3	2	1	—	—	—
12	4	3	3	3	2	1	—	—	—
13	4	3	3	3	2	1	1	—	—
14	4	3	3	3	2	1	1	—	—
15	4	3	3	3	2	1	1	1	—
16	4	3	3	3	2	1	1	1	—
17	4	3	3	3	2	1	1	1	1
18	4	3	3	3	3	1	1	1	1
19	4	3	3	3	3	2	1	1	1
20	4	3	3	3	3	2	2	1	1

Spell Slots. You determine your available spell slots by adding together the following:

- All your levels in the Bard, Cleric, Druid, Sorcerer, and Wizard classes
- Half your levels (round up) in the Paladin and Ranger classes
- One third of your Fighter or Rogue levels (round down) if you have the Eldritch Knight or Arcane Trickster subclass.

Then look up this total level in the Level column of the Multiclass Spellcaster table. You use the slots for that level to cast spells of an appropriate level from any class whose Spellcasting feature you have.

This table might give you spell slots of a higher level than the spells you prepare. You can use those slots but only to cast your lower-level spells. If a lower-level spell that you cast, like *Burning Hands*, has an enhanced effect when cast at a higher level, you can use the enhanced effect as normal.

For example, if you are a level 4 Ranger / level 3 Sorcerer, you count as a level 5 character when determining your spell slots, counting all your levels as a Sorcerer and half your Ranger levels. As shown in the Multiclass Spellcaster table, you have four level 1 spell slots, three level 2 slots, and two level 3 slots. However, you can't prepare any level 3 spells, nor can you prepare any level 2 Ranger spells. You can use the spell slots of those levels to cast the spells you do prepare—and potentially enhance their effects.

CHRIS SEAMAN

A CHARACTER WITH PALADIN AND WARLOCK LEVELS MIGHT CALL ON BOTH A MIGHTY OATH AND AN OTHERWORLDLY PATRON.

Pact Magic. If you have the Pact Magic feature from the Warlock class and the Spellcasting feature, you can use the spell slots you gain from Pact Magic to cast spells you have prepared from classes with the Spellcasting feature, and you can use the spell slots you gain from the Spellcasting feature to cast Warlock spells you have prepared.

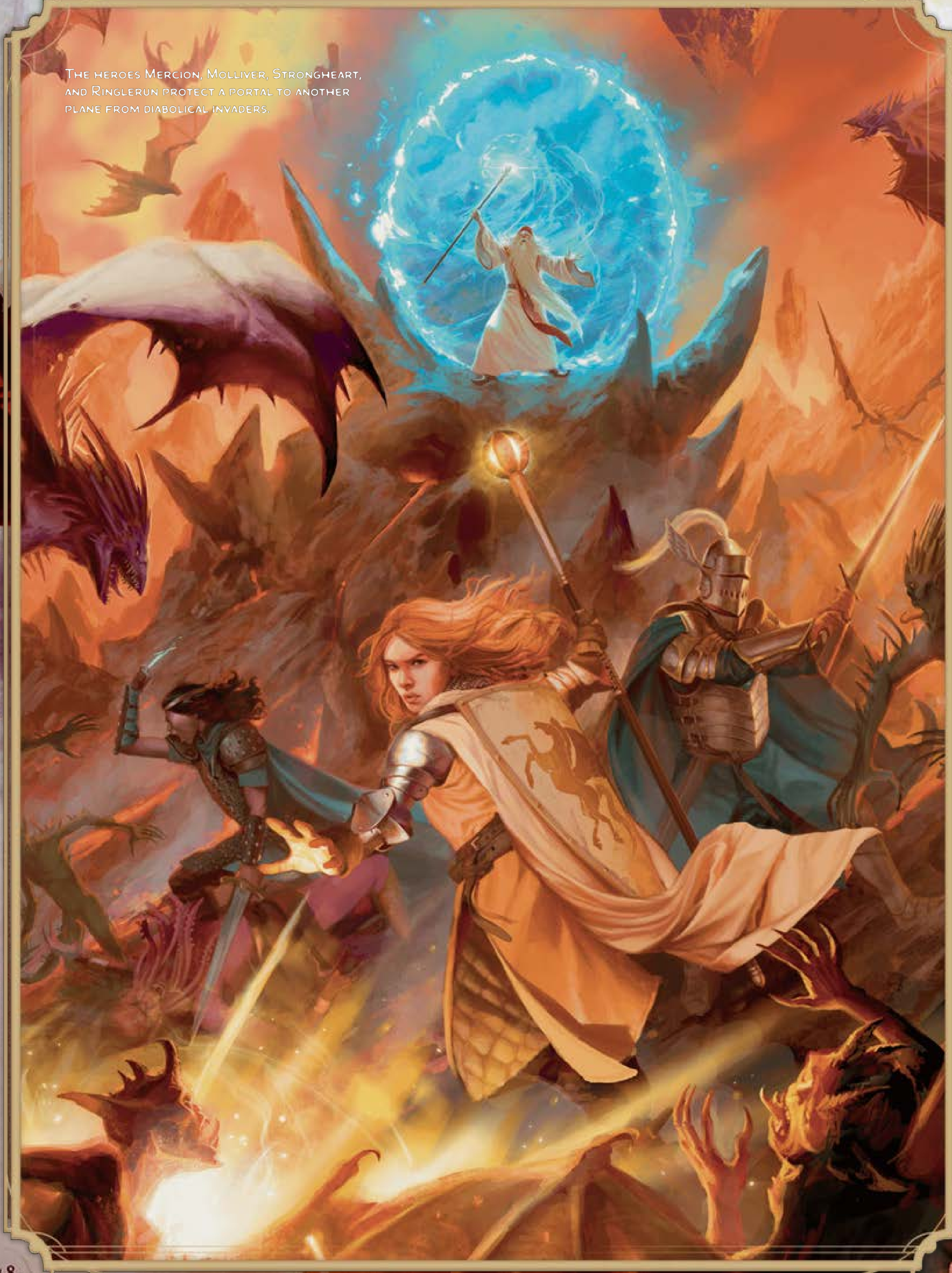
TRINKETS

When you make your character, you can roll once on the Trinkets table to gain a Tiny trinket, a simple item lightly touched by mystery. The DM might also use this table. It can help stock a room in a dungeon or fill a creature's pockets.

TRINKETS

1d100	Trinket
01	A mummified goblin hand
02	A crystal that faintly glows in moonlight
03	A gold coin minted in an unknown land
04	A diary written in a language you don't know
05	A brass ring that never tarnishes
06	An old chess piece made from glass
07	A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips
08	A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it
09	A lock of someone's hair
10	The deed for a parcel of land in a realm unknown to you
11	A 1-ounce block made from an unknown material
12	A small cloth doll skewered with needles
13	A tooth from an unknown beast
14	An enormous scale, perhaps from a dragon
15	A bright-green feather
16	An old divination card bearing your likeness
17	A glass orb filled with moving smoke
18	A 1-pound egg with a bright-red shell
19	A pipe that blows bubbles
20	A glass jar containing a bit of flesh floating in pickling fluid
21	A gnome-crafted music box that plays a song you dimly remember from your childhood
22	A wooden statuette of a smug halfling
23	A brass orb etched with strange runes
24	A multicolored stone disk
25	A silver icon of a raven
26	A bag containing forty-seven teeth, one of which is rotten
27	A shard of obsidian that always feels warm to the touch
28	A dragon's talon strung on a leather necklace
29	A pair of old socks
30	A blank book whose pages refuse to hold ink, chalk, graphite, or any other marking
31	A silver badge that is a five-pointed star
32	A knife that belonged to a relative
33	A glass vial filled with nail clippings
34	A rectangular metal device with two tiny metal cups on one end that throws sparks when wet
35	A white, sequined glove sized for a human
36	A vest with one hundred tiny pockets
37	A weightless stone
38	A sketch of a goblin
39	An empty glass vial that smells of perfume
40	A gemstone that looks like a lump of coal when examined by anyone but you
41	A scrap of cloth from an old banner
42	A rank insignia from a lost legionnaire
43	A silver bell without a clapper
44	A mechanical canary inside a lamp
45	A miniature chest carved to look like it has numerous feet on the bottom
46	A dead sprite inside a clear glass bottle
47	A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice)
48	A glass orb filled with water, in which swims a clockwork goldfish
49	A silver spoon with an *M* engraved on the handle
50	A whistle made from gold-colored wood
51	A dead scarab beetle the size of your hand
52	Two toy soldiers, one missing a head

1d100	Trinket
53	A small box filled with different-sized buttons
54	A candle that can't be lit
55	A miniature cage with no door
56	An old key
57	An indecipherable treasure map
58	A hilt from a broken sword
59	A rabbit's foot
60	A glass eye
61	A cameo of a hideous person
62	A silver skull the size of a coin
63	An alabaster mask
64	A cone of sticky black incense that stinks
65	A nightcap that gives you pleasant dreams when you wear it
66	A single caltrop made from bone
67	A gold monocle frame without the lens
68	A 1-inch cube, each side a different color
69	A crystal doorknob
70	A packet filled with pink dust
71	A fragment of a beautiful song, written as musical notes on two pieces of parchment
72	A silver teardrop earring containing a real teardrop
73	An eggshell painted with scenes of misery in disturbing detail
74	A fan that, when unfolded, shows a sleepy cat
75	A set of bone pipes
76	A four-leaf clover pressed inside a book discussing manners and etiquette
77	A sheet of parchment upon which is drawn a mechanical contraption
78	An ornate scabbard that fits no blade you have found
79	An invitation to a party where a murder happened
80	A bronze pentacle with an etching of a rat's head in its center
81	A purple handkerchief embroidered with the name of an archmage
82	Half a floor plan for a temple, a castle, or another structure
83	A bit of folded cloth that, when unfolded, turns into a stylish cap
84	A receipt of deposit at a bank in a far-off city
85	A diary with seven missing pages
86	An empty silver snuffbox bearing the inscription "dreams" on its lid
87	An iron holy symbol devoted to an unknown god
88	A book about a legendary hero's rise and fall, with the last chapter missing
89	A vial of dragon blood
90	An ancient arrow of elven design
91	A needle that never bends
92	An ornate brooch of dwarven design
93	An empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W"
94	A mosaic tile with a multicolored, glazed surface
95	A petrified mouse
96	A black pirate flag adorned with a dragon's skull and crossbones
97	A tiny mechanical crab or spider that moves about when it's not being observed
98	A glass jar containing lard with a label that reads, "Griffon Grease"
99	A wooden box with a ceramic bottom that holds a living worm with a head on each end of its body
00	A metal urn containing the ashes of a hero



The heroes Mercion, Molliver, Strongheart, and Ringlerun protect a portal to another plane from diabolical invaders.

CHAPTER 3

CHARACTER CLASSES

CHARACTER CLASS PROVIDES A CHARACTER'S most exciting capabilities. This chapter offers twelve classes, each of which contains four subclasses—all summarized below.

Barbarian. Storm with Rage, and wade into hand-to-hand combat. Then follow the *Path of the ...*

Berserker to unleash raw violence.
Wild Heart to manifest kinship with animals.
World Tree to tap into cosmic vitality.
Zealot to rage in union with a god.

Bard. Perform spells that inspire and heal allies or beguile foes. Then join the *College of ...*

Dance to harness agility in battle.
Glamour to weave beguiling Feywild magic.
Lore to collect knowledge and magical secrets.
Valor to wield weapons with spells.

Cleric. Invoke divine magic to heal, bolster, and smite. Then harness the ...

Life Domain to be a master of healing.
Light Domain to wield searing, warding light.
Trickery Domain to bedevil foes with mischief.
War Domain to inspire valor and chastise foes.

Druid. Channel nature magic to heal, shape-shift, and control the elements. Then join the *Circle of the ...*

Land to draw on the magic of the environment.
Moon to adopt powerful animal forms.
Sea to channel tides and storms.
Stars to gain powers in a starry form.

Fighter. Master all weapons and armor. Then embody the ...

Battle Master to use special combat maneuvers.
Champion to strive for peak combat prowess.
Eldritch Knight to learn spells to aid in combat.
Psi Warrior to augment attacks with psionic power.

Monk. Dart in and out of melee while striking fast and hard. Then become a *Warrior of ...*

Mercy to heal or harm with a touch.
Shadow to employ shadows for subterfuge.
The Elements to wield elemental power.
The Open Hand to master unarmed combat.

Paladin. Smite foes and shield allies with divine and martial might. Then swear the *Oath of ...*

Devotion to emulate the angels of justice.
Glory to reach the heights of heroism.
The Ancients to preserve life, joy, and nature.
Vengeance to hunt down evildoers.

Ranger. Weave together martial prowess, nature magic, and survival skills. Then embody the ...

Beast Master to bond with a primal beast.
Fey Wanderer to manifest fey mirth and fury.
Gloom Stalker to hunt foes that lurk in darkness.
Hunter to protect nature with martial versatility.

Rogue. Launch deadly Sneak Attacks while avoiding harm through stealth. Then embody the ...

Arcane Trickster to enhance stealth with spells.
Assassin to deliver ambushes and poison.
Soulknife to strike foes with psi blades.
Thief to master infiltration and treasure hunting.

Sorcerer. Wield magic innate to your being, shaping the power to your will. Then channel ...

Aberrant Sorcery to use strange psionic magic.
Clockwork Sorcery to harness cosmic forces of order.
Draconic Sorcery to breathe the magic of dragons.
Wild Magic to unleash chaos magic.

Warlock. Cast spells derived from occult knowledge. Then form a pact with the ...

Archfey Patron to teleport and wield fey magic.
Celestial Patron to heal with heavenly magic.
Fiend Patron to call on sinister powers.
Great Old One Patron to delve into forbidden lore.

Wizard. Study arcane magic and master spells for every purpose. Then embody the ...

Abjurer to shield allies and banish foes.
Diviner to learn the multiverse's secrets.
Evoker to create explosive effects.
Illusionist to weave spells of deception.

BARBARIAN

A Fierce Warrior of Primal Rage

Core Barbarian Traits

Primary Ability	Strength
Hit Point Die	D12 per Barbarian level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	*Choose 2:* Animal Handling, Athletics, Intimidation, Nature, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	*Choose A or B:* (A) Greataxe, 4 Handaxes, Explorer's Pack, and 15 GP; or (B) 75 GP

BARBARIANS ARE MIGHTY WARRIORS WHO are powered by primal forces of the multiverse that manifest as a Rage. More than a mere emotion—and not limited to anger—this Rage is an incarnation of a predator's ferocity, a storm's fury, and a sea's turmoil.

Some Barbarians personify their Rage as a fierce spirit or revered forebear. Others see it as a connection to the pain and anguish of the world, as an impersonal tangle of wild magic, or as an expression of their own deepest self. For every Barbarian, their Rage is a power that fuels not just battle prowess, but also uncanny reflexes and heightened senses.

Barbarians often serve as protectors and leaders in their communities. They charge headlong into danger so those under their protection don't have to. Their courage in the face of danger makes Barbarians perfectly suited for adventure.

Becoming a Barbarian ...

As a Level 1 Character

- Gain all the traits in the Core Barbarian Traits table.
- Gain the Barbarian's level 1 features, which are listed in the Barbarian Features table.

As a Multiclass Character

- Gain the following traits from the Core Barbarian Traits table: Hit Point Die, proficiency with Martial weapons, and training with Shields.
- Gain the Barbarian's level 1 features, which are listed in the Barbarian Features table.

Barbarian Class Features

As a Barbarian, you gain the following class features when you reach the specified Barbarian levels. These features are listed in the Barbarian Features table.

Level 1: Rage

You can imbue yourself with a primal power called Rage, a force that grants you extraordinary might and resilience. You can enter it as a Bonus Action if you aren't wearing Heavy armor.

You can enter your Rage the number of times shown for your Barbarian level in the Rages column of the Barbarian Features table. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

While active, your Rage follows the rules below.

Damage Resistance. You have Resistance to Bludgeoning, Piercing, and Slashing damage.

Rage Damage. When you make an attack using Strength—with either a weapon or an Unarmed Strike—and deal damage to the target, you gain a bonus to the damage that increases as you gain levels as a Barbarian, as shown in the Rage Damage column of the Barbarian Features table.

Strength Advantage. You have Advantage on Strength checks and Strength saving throws.

No Concentration or Spells. You can't maintain Concentration, and you can't cast spells.

Duration. The Rage lasts until the end of your next turn, and it ends early if you don Heavy armor or have the Incapacitated condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one of the following:

- Make an attack roll against an enemy.
- Force an enemy to make a saving throw.
- Take a Bonus Action to extend your Rage.

Each time the Rage is extended, it lasts until the end of your next turn. You can maintain a Rage for up to 10 minutes.

Level 1: Unarmored Defense

While you aren't wearing any armor, your base Armor Class equals 10 plus your Dexterity and Constitution modifiers. You can use a Shield and still gain this benefit.

Barbarian Features

Level	Proficiency Bonus	Class Features	Rages	Rage Damage	Weapon Mastery
1	+2	Rage, Unarmored Defense, Weapon Mastery	2	+2	2
2	+2	Danger Sense, Reckless Attack	2	+2	2
3	+2	Barbarian Subclass, Primal Knowledge	3	+2	2
4	+2	Ability Score Improvement	3	+2	3
5	+3	Extra Attack, Fast Movement	3	+2	3
6	+3	Subclass feature	4	+2	3
7	+3	Feral Instinct, Instinctive Pounce	4	+2	3
8	+3	Ability Score Improvement	4	+2	3
9	+4	Brutal Strike	4	+3	3
10	+4	Subclass feature	4	+3	4
11	+4	Relentless Rage	4	+3	4
12	+4	Ability Score Improvement	5	+3	4
13	+5	Improved Brutal Strike	5	+3	4
14	+5	Subclass feature	5	+3	4
15	+5	Persistent Rage	5	+3	4
16	+5	Ability Score Improvement	5	+4	4
17	+6	Improved Brutal Strike	6	+4	4
18	+6	Indomitable Might	6	+4	4
19	+6	Epic Boon	6	+4	4
20	+6	Primal Champion	6	+4	4

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial Melee weapons of your choice, such as Greataxes and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Barbarian levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Barbarian Features table.

Level 2: Danger Sense

You gain an uncanny sense of when things aren't as they should be, giving you an edge when you dodge perils. You have Advantage on Dexterity saving throws unless you have the Incapacitated condition.

Level 2: Reckless Attack

You can throw aside all concern for defense to attack with increased ferocity. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you Advantage on attack rolls using Strength until the start of your next turn, but attack rolls against you have Advantage during that time.

Level 3: Barbarian Subclass

You gain a Barbarian subclass of your choice. The Path of the Berserker, Path of the Wild Heart, Path of the World Tree, and Path of the Zealot subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Barbarian levels. For the rest of your career, you gain each of your subclass's features that are of your Barbarian level or lower.

Level 3: Primal Knowledge

You gain proficiency in another skill of your choice from the skill list available to Barbarians at level 1.

In addition, while your Rage is active, you can channel primal power when you attempt certain tasks; whenever you make an ability check using one of the following skills, you can make it as a Strength check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival. When you use this ability, your Strength represents primal power coursing through you, honing your agility, bearing, and senses.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Barbarian levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 5: Fast Movement

Your speed increases by 10 feet while you aren't wearing Heavy armor.

Level 7: Feral Instinct

Your instincts are so honed that you have Advantage on Initiative rolls.

Level 7: Instinctive Pounce

As part of the Bonus Action you take to enter your Rage, you can move up to half your Speed.

Level 9: Brutal Strike

If you use Reckless Attack, you can forgo any Advantage on one Strength-based attack roll of your choice on your turn. The chosen attack roll mustn't have Disadvantage. If the chosen attack roll hits, the target takes an extra 1d10 damage of the same type dealt by the weapon or Unarmed Strike, and you can cause one Brutal Strike effect of your choice. You have the following effect options.

Forceful Blow. The target is pushed 15 feet straight away from you. You can then move up to half your Speed straight toward the target without provoking Opportunity Attacks.

Hamstring Blow. The target's Speed is reduced by 15 feet until the start of your next turn. A target can be affected by only one Hamstring Blow at a time—the most recent one.

Level 11: Relentless Rage

Your Rage can keep you fighting despite grievous wounds. If you drop to 0 Hit Points while your Rage is active and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, your Hit Points instead change to a number equal to twice your Barbarian level.

Each time you use this feature after the first, the DC increases by 5. When you finish a Short or Long Rest, the DC resets to 10.

Level 13: Improved Brutal Strike

You have honed new ways to attack furiously. The following effects are now among your Brutal Strike options.

Staggering Blow. The target has Disadvantage on the next saving throw it makes, and it can't make Opportunity Attacks until the start of your next turn.

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Sundering Blow. Before the start of your next turn, the next attack roll made by another creature against the target gains a +5 bonus to the roll. An attack roll can gain only one Sundering Blow bonus.

Level 15: Persistent Rage

When you roll Initiative, you can regain all expended uses of Rage. After you regain uses of Rage in this way, you can't do so again until you finish a Long Rest.

In addition, your Rage is so fierce that it now lasts for 10 minutes without you needing to do anything to extend it from round to round. Your Rage ends early if you have the Unconscious condition (not just the Incapacitated condition) or don Heavy armor.

Level 17: Improved Brutal Strike

The extra damage of your Brutal Strike increases to 2d10. In addition, you can use two different Brutal Strike effects whenever you use your Brutal Strike feature.

Level 18: Indomitable Might

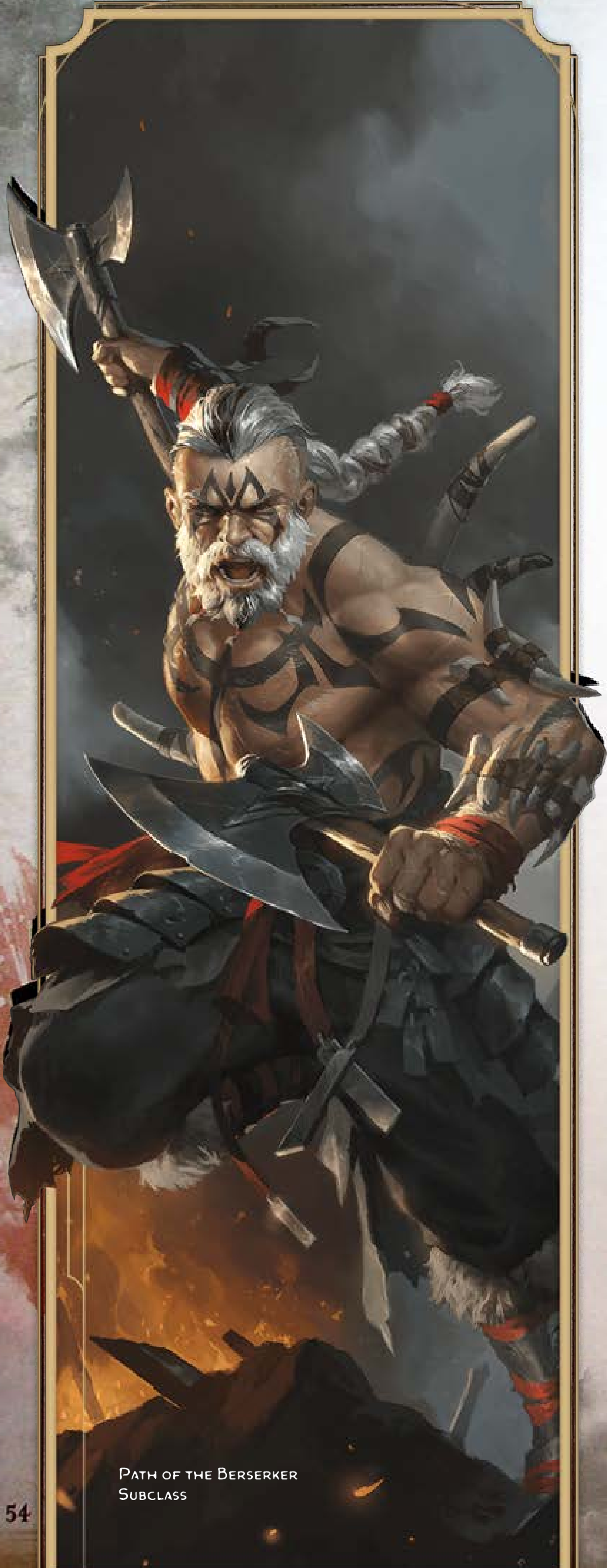
If your total for a Strength check or Strength saving throw is less than your Strength score, you can use that score in place of the total.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Primal Champion

You embody primal power. Your Strength and Constitution scores increase by 4, to a maximum of 25.



Path of the Berserker Subclass

BARBARIAN SUBCLASSES

A Barbarian subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Path of the Berserker, Path of the Wild Heart, Path of the World Tree, and Path of the Zealot subclasses.

PATH OF THE BERSERKER

Channel Rage into Violent Fury

Barbarians who walk the Path of the Berserker direct their Rage primarily toward violence. Their path is one of untrammeled fury, and they thrill in the chaos of battle as they allow their Rage to seize and empower them.

LEVEL 3: FRENZY

If you use Reckless Attack while your Rage is active, you deal extra damage to the first target you hit on your turn with a Strength-based attack. To determine the extra damage, roll a number of d6s equal to your Rage Damage bonus, and add them together. The damage has the same type as the weapon or Unarmed Strike used for the attack.

LEVEL 6: MINDLESS RAGE

You have Immunity to the Charmed and Frightened conditions while your Rage is active. If you're Charmed or Frightened when you enter your Rage, the condition ends on you.

LEVEL 10: RETALIATION

When you take damage from a creature that is within 5 feet of you, you can take a Reaction to make one melee attack against that creature, using a weapon or an Unarmed Strike.

LEVEL 14: INTIMIDATING PRESENCE

As a Bonus Action, you can strike terror into others with your menacing presence and primal power. When you do so, each creature of your choice in a 30-foot Emanation originating from you must make a Wisdom saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, a creature has the Frightened condition for 1 minute. At the end of each of the Frightened creature's turns, the creature repeats the save, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a use of your Rage (no action required) to restore your use of it.

Path of the Wild Heart

Walk in Community with the Animal World

Barbarians who follow the Path of the Wild Heart view themselves as kin to animals. These Barbarians learn magical means to communicate with animals, and their Rage heightens their connection to animals as it fills them with supernatural might.

Level 3: Animal Speaker

You can cast the *Beast Sense* and *Speak with Animals* spells but only as Rituals. Wisdom is your spellcasting ability for them.

Level 3: Rage of the Wilds

Your Rage taps into the primal power of animals. Whenever you activate your Rage, you gain one of the following options of your choice.

Bear. While your Rage is active, you have Resistance to every damage type except Force, Necrotic, Psychic, and Radiant.

Eagle. When you activate your Rage, you can take the Disengage and Dash actions as part of that Bonus Action. While your Rage is active, you can take a Bonus Action to take both of those actions.

Wolf. While your Rage is active, your allies have Advantage on attack rolls against any enemy of yours within 5 feet of you.

Level 6: Aspect of the Wilds

You gain one of the following options of your choice. Whenever you finish a Long Rest, you can change your choice.

Owl. You have Darkvision with a range of 60 feet. If you already have Darkvision, its range increases by 60 feet.

Panther. You have a Climb Speed equal to your Speed.

Salmon. You have a Swim Speed equal to your Speed.

Level 10: Nature Speaker

You can cast the *Commune with Nature* spell but only as a Ritual. Wisdom is your spellcasting ability for it.

Level 14: Power of the Wilds

Whenever you activate your Rage, you gain one of the following options of your choice.

Falcon. While your Rage is active, you have a Fly Speed equal to your Speed if you aren't wearing any armor.

Lion. While your Rage is active, any of your enemies within 5 feet of you have Disadvantage on attack rolls against targets other than you or another Barbarian who has this option active.

Ram. While your Rage is active, you can cause a Large or smaller creature to have the Prone condition when you hit it with a melee attack.

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Path of the Wild Heart Subclass

PATH OF THE WORLD TREE SUBCLASS

PATH OF THE WORLD TREE

Trace the Roots and Branches of the Multiverse

Barbarians who follow the Path of the World Tree connect with the cosmic tree Yggdrasil through their Rage. This tree grows among the Outer Planes, connecting them to each other and the Material Plane. These Barbarians draw on the tree's magic for vitality and as a means of dimensional travel.

LEVEL 3: VITALITY OF THE TREE

Your Rage taps into the life force of the World Tree. You gain the following benefits.

Vitality Surge. When you activate your Rage, you gain a number of Temporary Hit Points equal to your Barbarian level.

Life-Giving Force. At the start of each of your turns while your Rage is active, you can choose another creature within 10 feet of yourself to gain Temporary Hit Points. To determine the number of Temporary Hit Points, roll a number of d6s equal to your Rage Damage bonus, and add them together. If any of these Temporary Hit Points remain when your Rage ends, they vanish.

LEVEL 6: BRANCHES OF THE TREE

Whenever a creature you can see starts its turn within 30 feet of you while your Rage is active, you can take a Reaction to summon spectral branches of the World Tree around it. The target must succeed on a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or be teleported to an unoccupied space you can see within 5 feet of yourself or in the nearest unoccupied space you can see. After the target teleports, you can reduce its Speed to 0 until the end of the current turn.

LEVEL 10: BATTERING ROOTS

During your turn, your reach is 10 feet greater with any Melee weapon that has the Heavy or Versatile property, as tendrils of the World Tree extend from you. When you hit with such a weapon on your turn, you can activate the Push or Topple mastery property in addition to a different mastery property you're using with that weapon.

LEVEL 14: TRAVEL ALONG THE TREE

When you activate your Rage and as a Bonus Action while your Rage is active, you can teleport up to 60 feet to an unoccupied space you can see.

In addition, once per Rage, you can increase the range of that teleport to 150 feet. When you do so, you can also bring up to six willing creatures who are within 10 feet of you. Each creature teleports to an unoccupied space of your choice within 10 feet of your destination space.

PATH OF THE ZEALOT

Rage in Ecstatic Union with a God

Barbarians who walk the Path of the Zealot receive boons from a god or pantheon. These Barbarians experience their Rage as an ecstatic episode of divine union that infuses them with power. They are often allies to the priests and other followers of their god or pantheon.

LEVEL 3: DIVINE FURY

You can channel divine power into your strikes. On each of your turns while your Rage is active, the first creature you hit with a weapon or an Unarmed Strike takes extra damage equal to 1d6 plus half your Barbarian level (round down). The extra damage is Necrotic or Radiant; you choose the type each time you deal the damage.

LEVEL 3: WARRIOR OF THE GODS

A divine entity helps ensure you can continue the fight. You have a pool of four d12s that you can spend to heal yourself. As a Bonus Action, you can expend dice from the pool, roll them, and regain a number of Hit Points equal to the roll's total.

Your pool regains all expended dice when you finish a Long Rest.

The pool's maximum number of dice increases by one when you reach Barbarian levels 6 (5 dice), 12 (6 dice), and 17 (7 dice).

LEVEL 6: FANATICAL FOCUS

Once per active Rage, if you fail a saving throw, you can reroll it with a bonus equal to your Rage Damage bonus, and you must use the new roll.

LEVEL 10: ZEALOUS PRESENCE

As a Bonus Action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you gain Advantage on attack rolls and saving throws until the start of your next turn.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a use of your Rage (no action required) to restore your use of it.

LEVEL 14: RAGE OF THE GODS

When you activate your Rage, you can assume the form of a divine warrior. This form lasts for 1 minute or until you drop to 0 Hit Points. Once you use this feature, you can't do so again until you finish a Long Rest.

While in this form, you gain the benefits below.

Flight. You have a Fly Speed equal to your Speed and can hover.

Resistance. You have Resistance to Necrotic, Psychic, and Radiant damage.

Revivification. When a creature within 30 feet of you would drop to 0 Hit Points, you can take a Reaction to expend a use of your Rage to instead change the target's Hit Points to a number equal to your Barbarian level.

PATH OF THE ZEALOT
SUBCLASS

IGNATIUS BUDI

BARD

An Inspiring Performer of Music, Dance, and Magic

CORE BARD TRAITS

Primary Ability	Charisma
Hit Point Die	D8 per Bard level
Saving Throw Proficiencies	Dexterity and Charisma
Skill Proficiencies	*Choose any 3 skills* (see chapter 1)
Weapon Proficiencies	Simple weapons
Tool Proficiencies	*Choose 3 Musical Instruments* (see chapter 6)
Armor Training	Light armor
Starting Equipment	*Choose A or B:* (A) Leather Armor, 2 Daggers, Musical Instrument of your choice, Entertainer's Pack, and 19 GP; or (B) 90 GP

INVOKING MAGIC THROUGH MUSIC, DANCE, and verse, Bards are expert at inspiring others, soothing hurts, disheartening foes, and creating illusions. Bards believe the multiverse was spoken into existence and that remnants of its Words of Creation still resound and glimmer on every plane of existence. Bardic magic attempts to harness those words, which transcend any language.

Anything can inspire a new song or tale, so Bards are fascinated by almost everything. They become masters of many things, including performing music, working magic, and making jests.

A Bard's life is spent traveling, gathering lore, telling stories, and living on the gratitude of audiences, much like any other entertainer. But Bards' depth of knowledge and mastery of magic sets them apart.

BECOMING A BARD ...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Bard Traits table.
- Gain the Bard's level 1 features, which are listed in the Bard Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Bard Traits table: Hit Point Die, proficiency in one skill of your choice, proficiency with one Musical Instrument of your choice, and training with Light armor.
- Gain the Bard's level 1 features, which are listed in the Bard Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

BARD CLASS FEATURES

As a Bard, you gain the following class features when you reach the specified Bard levels. These features are listed in the Bard Features table.

LEVEL 1: BARDIC INSPIRATION

You can supernaturally inspire others through words, music, or dance. This inspiration is represented by your Bardic Inspiration die, which is a d6.

Using Bardic Inspiration. As a Bonus Action, you can inspire another creature within 60 feet of yourself who can see or hear you. That creature gains one of your Bardic Inspiration dice. A creature can have only one Bardic Inspiration die at a time.

Once within the next hour when the creature fails a D20 Test, the creature can roll the Bardic Inspiration die and add the number rolled to the d20, potentially turning the failure into a success. A Bardic Inspiration die is expended when it's rolled.

Number of Uses. You can confer a Bardic Inspiration die a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

At Higher Levels. Your Bardic Inspiration die changes when you reach certain Bard levels, as shown in the Bardic Die column of the Bard Features table. The die becomes a d8 at level 5, a d10 at level 10, and a d12 at level 15.

LEVEL 1: SPELLCASTING

You have learned to cast spells through your bardic arts. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Bard spells, which appear in the Bard spell list later in the class's description.

Cantrips. You know two cantrips of your choice from the Bard spell list. *Dancing Lights* and *Vicious Mockery* are recommended.

Whenever you gain a Bard level, you can replace one of your cantrips with another cantrip of your choice from the Bard spell list.

When you reach Bard levels 4 and 10, you learn another cantrip of your choice from the Bard spell list, as shown in the Cantrips column of the Bard Features table.

Spell Slots. The Bard Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Bard spell list. *Charm Person*, *Color Spray*, *Dissonant Whispers*, and *Healing Word* are recommended.

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BARD FEATURES

Level	Proficiency Bonus	Class Features	Bardic Die	Cantrips	Prepared Spells	Spell Slots per Spell Level								
						1	2	3	4	5	6	7	8	9
1	+2	Bardic Inspiration, Spellcasting	D6	2	4	2	—	—	—	—	—	—	—	—
2	+2	Expertise, Jack of All Trades	D6	2	5	3	—	—	—	—	—	—	—	—
3	+2	Bard Subclass	D6	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	D6	3	7	4	3	—	—	—	—	—	—	—
5	+3	Font of Inspiration	D8	3	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	D8	3	10	4	3	3	—	—	—	—	—	—
7	+3	Countercharm	D8	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	D8	3	12	4	3	3	2	—	—	—	—	—
9	+4	Expertise	D8	3	14	4	3	3	3	1	—	—	—	—
10	+4	Magical Secrets	D10	4	15	4	3	3	3	2	—	—	—	—
11	+4	—	D10	4	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	D10	4	16	4	3	3	3	2	1	—	—	—
13	+5	—	D10	4	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	D10	4	17	4	3	3	3	2	1	1	—	—
15	+5	—	D12	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	D12	4	18	4	3	3	3	2	1	1	1	—
17	+6	—	D12	4	19	4	3	3	3	2	1	1	1	1
18	+6	Superior Inspiration	D12	4	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	D12	4	21	4	3	3	3	3	2	1	1	1
20	+6	Words of Creation	D12	4	22	4	3	3	3	3	2	2	1	1

The number of spells on your list increases as you gain Bard levels, as shown in the Prepared Spells column of the Bard Features table. Whenever that number increases, choose additional spells from the Bard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Bard, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Bard feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Bard spells for you.

Changing Your Prepared Spells. Whenever you gain a Bard level, you can replace one spell on your list with another Bard spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Bard spells.

Spellcasting Focus. You can use a Musical Instrument as a Spellcasting Focus for your Bard spells.

LEVEL 2: EXPERTISE

You gain Expertise (see the rules glossary) in two of your skill proficiencies of your choice. Performance and Persuasion are recommended if you have proficiency in them.

At Bard level 9, you gain Expertise in two more of your skill proficiencies of your choice.

LEVEL 2: JACK OF ALL TRADES

You can add half your Proficiency Bonus (round down) to any ability check you make that uses a skill proficiency you lack and that doesn't otherwise use your Proficiency Bonus.

For example, if you make a Strength (Athletics) check and lack Athletics proficiency, you can add half your Proficiency Bonus to the check.

LEVEL 3: BARD SUBCLASS

You gain a Bard subclass of your choice. The College of Dance, College of Glamour, College of Lore, and College of Valor subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Bard levels. For the rest of your career, you gain each of your subclass's features that are of your Bard level or lower.

A Bard's Repertoire

Does your Bard beat a drum while chanting the deeds of ancient heroes? Strum a lute while crooning romantic tunes? Perform arias of stirring power? Recite dramatic monologues from classic tragedies? Use the rhythm of a folk dance to coordinate the movement of allies in battle? Compose naughty limericks?

When you play a Bard, consider the style of artistic performance you favor, the moods you might invoke, and the themes that inspire your own creations. Are your poems inspired by moments of natural beauty, or are they brooding reflections on loss? Do you prefer lofty hymns or rowdy tavern songs? Are you drawn to laments for the fallen or celebrations of joy? Do you dance merry jigs or perform elaborate interpretive choreography? Do you focus on one style of performance or strive to master them all?

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Bard levels 8, 12, and 16.

Level 5: Font of Inspiration

You now regain all your expended uses of Bardic Inspiration when you finish a Short or Long Rest.

In addition, you can expend a spell slot (no action required) to regain one expended use of Bardic Inspiration.

Level 7: Countercharm

You can use musical notes or words of power to disrupt mind-influencing effects. If you or a creature within 30 feet of you fails a saving throw against an effect that applies the Charmed or Frightened condition, you can take a Reaction to cause the save to be rerolled, and the new roll has Advantage.

Level 10: Magical Secrets

You've learned secrets from various magical traditions. Whenever you reach a Bard level (including this level) and the Prepared Spells number in the Bard Features table increases, you can choose any of your new prepared spells from the Bard, Cleric, Druid, and Wizard spell lists, and the chosen spells count as Bard spells for you (see a class's section for its spell list). In addition, whenever you replace a spell prepared for this class, you can replace it with a spell from those lists.

Level 18: Superior Inspiration

When you roll Initiative, you regain expended uses of Bardic Inspiration until you have two if you have fewer than that.

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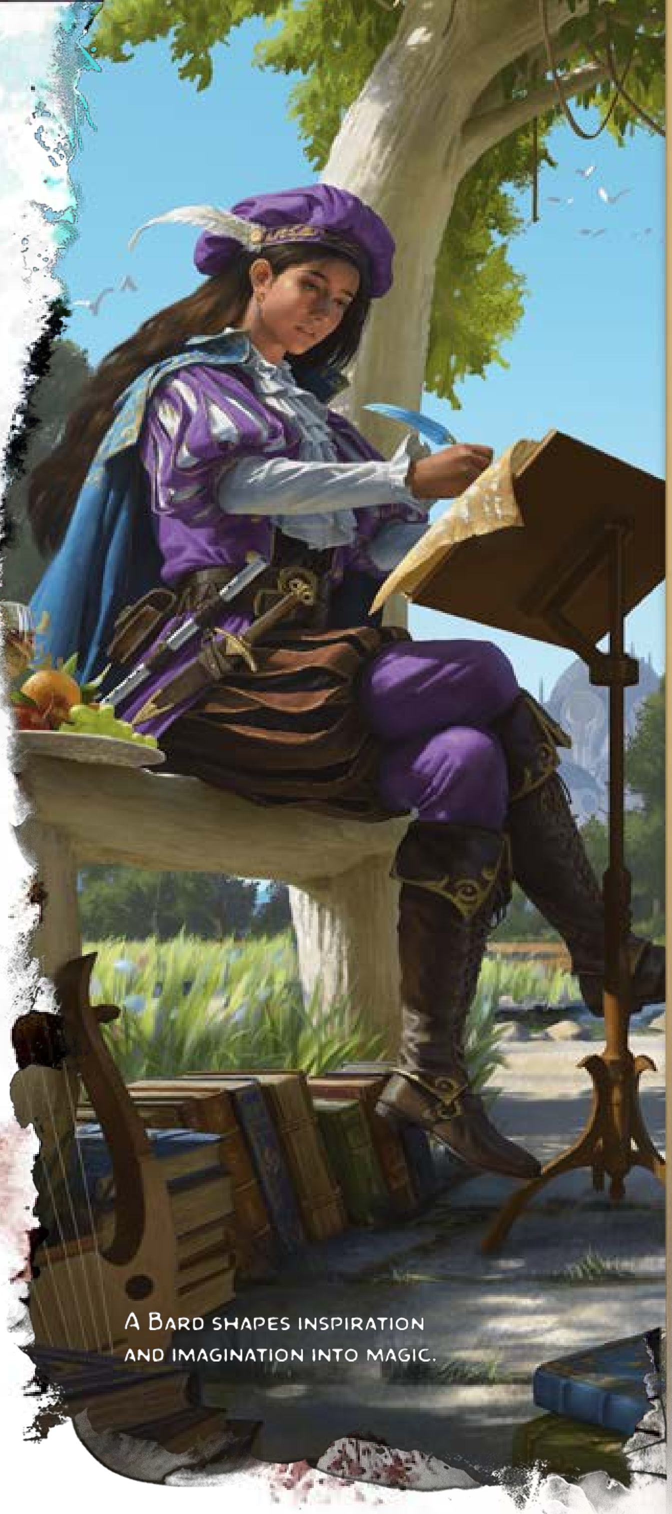

A Bard shapes inspiration and imagination into magic.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

Level 20: Words of Creation

You have mastered two of the Words of Creation: the words of life and death. You therefore always have the *Power Word Heal* and *Power Word Kill* spells prepared. When you cast either spell, you can target a second creature with it if that creature is within 10 feet of the first target.

BARD SPELL LIST

This section presents the Bard spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

CANTRIPS (LEVEL 0 BARD SPELLS)

Spell	School	Special
Blade Ward	Abjuration	C
Dancing Lights	Illusion	C
Friends	Enchantment	C
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—
Minor Illusion	Illusion	—
Prestidigitation	Transmutation	—
Starry Wisp	Evocation	—
Thunderclap	Evocation	—
True Strike	Divination	—
Vicious Mockery	Enchantment	—

LEVEL 1 BARD SPELLS

Spell	School	Special
Animal Friendship	Enchantment	—
Bane	Enchantment	C
Charm Person	Enchantment	—
Color Spray	Illusion	—
Command	Enchantment	—
Comprehend Languages	Divination	R
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Dissonant Whispers	Enchantment	—
Faerie Fire	Evocation	C
Feather Fall	Transmutation	—
Healing Word	Abjuration	—
Heroism	Enchantment	C
Identify	Divination	R, M
Illusory Script	Illusion	R, M
Longstrider	Transmutation	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Speak with Animals	Divination	R
Tasha's Hideous Laughter	Enchantment	C
Thunderwave	Evocation	—
Unseen Servant	Conjuration	R

LEVEL 2 BARD SPELLS

Spell	School	Special
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Blindness/Deafness	Transmutation	—
Calm Emotions	Enchantment	C
Cloud of Daggers	Conjuration	C
Crown of Madness	Enchantment	C
Detect Thoughts	Divination	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Enthrall	Enchantment	C
Heat Metal	Transmutation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R
Locate Object	Divination	C
Magic Mouth	Illusion	R, M
Mirror Image	Illusion	—
Phantasmal Force	Illusion	C
See Invisibility	Divination	—
Shatter	Evocation	—
Silence	Illusion	C, R
Suggestion	Enchantment	C
Zone of Truth	Enchantment	—

LEVEL 3 BARD SPELLS

Spell	School	Special
Bestow Curse	Necromancy	C
Clairvoyance	Divination	C, M
Dispel Magic	Abjuration	—
Fear	Illusion	C
Feign Death	Necromancy	R
Glyph of Warding	Abjuration	M
Hypnotic Pattern	Illusion	C
Leomund's Tiny Hut	Evocation	R
Major Image	Illusion	C
Mass Healing Word	Abjuration	—

Spell	School	Special
Nondetection	Abjuration	M
Plant Growth	Transmutation	—
Sending	Divination	—
Slow	Transmutation	C
Speak with Dead	Necromancy	—
Speak with Plants	Transmutation	—
Stinking Cloud	Conjuration	C
Tongues	Divination	—

LEVEL 4 BARD SPELLS

Spell	School	Special
Charm Monster	Enchantment	—
Compulsion	Enchantment	C
Confusion	Enchantment	C
Dimension Door	Conjuration	—
Fount of Moonlight	Evocation	C
Freedom of Movement	Abjuration	—
Greater Invisibility	Illusion	C
Hallucinatory Terrain	Illusion	—
Locate Creature	Divination	C
Phantasmal Killer	Illusion	C
Polymorph	Transmutation	C

LEVEL 5 BARD SPELLS

Spell	School	Special
Animate Objects	Transmutation	C
Awaken	Transmutation	M
Dominate Person	Enchantment	C
Dream	Illusion	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Hold Monster	Enchantment	C
Legend Lore	Divination	M
Mass Cure Wounds	Abjuration	—
Mislead	Illusion	C
Modify Memory	Enchantment	C
Planar Binding	Abjuration	M
Raise Dead	Necromancy	M
Rary's Telepathic Bond	Divination	R
Scrying	Divination	C, M
Seeming	Illusion	—
Synaptic Static	Enchantment	—
Teleportation Circle	Conjuration	M
Yolande's Regal Presence	Enchantment	C

LEVEL 6 BARD SPELLS

Spell	School	Special
Eyebite	Necromancy	C
Find the Path	Divination	C, M
Guards and Wards	Abjuration	M
Heroes' Feast	Conjuration	M
Mass Suggestion	Enchantment	—
Otto's Irresistible Dance	Enchantment	C
Programmed Illusion	Illusion	M
True Seeing	Divination	M

LEVEL 7 BARD SPELLS

Spell	School	Special
Etherealness	Conjuration	—
Forcecage	Evocation	C, M
Mirage Arcane	Illusion	—
Mordenkainen's Magnificent Mansion	Conjuration	M
Mordenkainen's Sword	Evocation	C, M
Power Word Fortify	Enchantment	—
Prismatic Spray	Evocation	—
Project Image	Illusion	C, M
Regenerate	Transmutation	—
Resurrection	Necromancy	M
Symbol	Abjuration	M
Teleport	Conjuration	—

LEVEL 8 BARD SPELLS

Spell	School	Special
Antipathy/Sympathy	Enchantment	—
Befuddlement	Enchantment	—
Dominate Monster	Enchantment	C
Glibness	Enchantment	—
Mind Blank	Abjuration	—
Power Word Stun	Enchantment	—

LEVEL 9 BARD SPELLS

Spell	School	Special
Foresight	Divination	—
Power Word Heal	Enchantment	—
Power Word Kill	Enchantment	—
Prismatic Wall	Abjuration	—
True Polymorph	Transmutation	C

College of Dance Subclass

Bard Subclasses

A Bard subclass is a specialization that grants you features at certain Bard levels, as specified in the subclass. Bards form loose associations, which they call colleges, to preserve their traditions. This section presents the College of Dance, College of Glamour, College of Lore, and College of Valor subclasses.

College of Dance

Move in Harmony with the Cosmos

Bards of the College of Dance know that the Words of Creation can't be contained within speech or song; the words are uttered by the movements of celestial bodies and flow through the motions of the smallest creatures. These Bards practice a way of being in harmony with the whirling cosmos that emphasizes agility, speed, and grace.

Level 3: Dazzling Footwork

While you aren't wearing armor or wielding a Shield, you gain the following benefits.

Dance Virtuoso. You have Advantage on any Charisma (Performance) check you make that involves you dancing.

Unarmored Defense. Your base Armor Class equals 10 plus your Dexterity and Charisma modifiers.

Agile Strikes. When you expend a use of your Bardic Inspiration as part of an action, a Bonus Action, or a Reaction, you can make one Unarmed Strike as part of that action, Bonus Action, or Reaction.

Bardic Damage. You can use Dexterity instead of Strength for the attack rolls of your Unarmed Strikes. When you deal damage with an Unarmed Strike, you can deal Bludgeoning damage equal to a roll of your Bardic Inspiration die plus your Dexterity modifier, instead of the strike's normal damage. This roll doesn't expend the die.

Level 6: Inspiring Movement

When an enemy you can see ends its turn within 5 feet of you, you can take a Reaction and expend one use of your Bardic Inspiration to move up to half your Speed. Then one ally of your choice within 30 feet of you can also move up to half their Speed using their Reaction.

None of this feature's movement provokes Opportunity Attacks.

Level 6: Tandem Footwork

When you roll Initiative, you can expend one use of your Bardic Inspiration if you don't have the Incapacitated condition. When you do so, roll your Bardic Inspiration die; you and each ally within 30 feet of you who can see or hear you gains a bonus to Initiative equal to the number rolled.

LEVEL 14: LEADING EVASION

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. If any creatures within 5 feet of you are making the same Dexterity saving throw, you can share this benefit with them for that save.

You can't use this feature if you have the Incapacitated condition.

COLLEGE OF GLAMOUR

Weave Beguiling Fey Magic

The College of Glamour traces its origins to the beguiling magic of the Feywild. Bards who study this magic weave threads of beauty and terror into their songs and stories, and the mightiest among them can cloak themselves in otherworldly majesty. Their performances stir up wistful longing for forgotten innocence, evoke unconscious memories of long-held fears, and tug at the emotions of even the most hard-hearted listeners.

LEVEL 3: BEGUILING MAGIC

You always have the *Charm Person* and *Mirror Image* spells prepared.

In addition, immediately after you cast an Enchantment or Illusion spell using a spell slot, you can cause a creature you can see within 60 feet of yourself to make a Wisdom saving throw against your spell save DC. On a failed save, the target has the Charmed or Frightened condition (your choice) for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Once you use this benefit, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending one use of your Bardic Inspiration (no action required).

LEVEL 3: MANTLE OF INSPIRATION

You can weave fey magic into a song or dance to fill others with vigor. As a Bonus Action, you can expend a use of Bardic Inspiration, rolling a Bardic Inspiration die. When you do so, choose a number of other creatures within 60 feet of yourself, up to a number equal to your Charisma modifier (minimum of one creature). Each of those creatures gains a number of Temporary Hit Points equal to two times the number rolled on the Bardic Inspiration die, and then each can use its Reaction to move up to its Speed without provoking Opportunity Attacks.

LEVEL 6: MANTLE OF MAJESTY

You always have the *Command* spell prepared.

As a Bonus Action, you cast *Command* without expending a spell slot, and you take on an unearthly

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COLLEGE OF GLAMOUR SUBCLASS

appearance for 1 minute or until your Concentration ends. During this time, you can cast *Command* as a Bonus Action without expending a spell slot.

Any creature Charmed by you automatically fails its saving throw against the *Command* you cast with this feature.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 3+ spell slot (no action required).

LEVEL 14: UNBREAKABLE MAJESTY

As a Bonus Action, you can assume a magically majestic presence for 1 minute or until you have the Incapacitated condition. For the duration, whenever any creature hits you with an attack roll for the first time on a turn, the attacker must succeed on a Charisma saving throw against your spell save DC, or the attack misses instead, as the creature recoils from your majesty.

Once you assume this majestic presence, you can't do so again until you finish a Short or Long Rest.

COLLEGE OF LORE

Plumb the Depths of Magical Knowledge

Bards of the College of Lore collect spells and secrets from diverse sources, such as scholarly tomes, mystical rites, and peasant tales. The college's members gather in libraries and universities to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

LEVEL 3: BONUS PROFICIENCIES

You gain proficiency with three skills of your choice.

LEVEL 3: CUTTING WORDS

You learn to use your wit to supernaturally distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of yourself makes a damage roll or succeeds on an ability check or attack roll, you can take a Reaction to expend one use of your Bardic Inspiration; roll your Bardic Inspiration die, and subtract the number rolled from the creature's roll, reducing the damage or potentially turning the success into a failure.

LEVEL 6: MAGICAL DISCOVERIES

You learn two spells of your choice. These spells can come from the Cleric, Druid, or Wizard spell list or any combination thereof (see a class's section for its spell list). A spell you choose must be a cantrip or a spell for which you have spell slots, as shown in the Bard Features table.

COLLEGE OF LORE
SUBCLASS

You always have the chosen spells prepared, and whenever you gain a Bard level, you can replace one of the spells with another spell that meets these requirements.

LEVEL 14: PEERLESS SKILL

When you make an ability check or attack roll and fail, you can expend one use of Bardic Inspiration; roll the Bardic Inspiration die, and add the number rolled to the d20, potentially turning a failure into a success. On a failure, the Bardic Inspiration isn't expended.

COLLEGE OF VALOR

Sing the Deeds of Ancient Heroes

Bards of the College of Valor are daring storytellers whose tales preserve the memory of the great heroes of the past. These Bards sing the deeds of the mighty in vaulted halls or to crowds gathered around great bonfires. They travel to witness great events firsthand and to ensure that the memory of these events doesn't pass away. With their songs, they inspire new generations to reach the same heights of accomplishment as the heroes of old.

LEVEL 3: COMBAT INSPIRATION

You can use your wit to turn the tide of battle. A creature that has a Bardic Inspiration die from you can use it for one of the following effects.

Defense. When the creature is hit by an attack roll, that creature can use its Reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, potentially causing the attack to miss.

Offense. Immediately after the creature hits a target with an attack roll, the creature can roll the Bardic Inspiration die and add the number rolled to the attack's damage against the target.

LEVEL 3: MARTIAL TRAINING

You gain proficiency with Martial weapons and training with Medium armor and Shields.

In addition, you can use a Simple or Martial weapon as a Spellcasting Focus to cast spells from your Bard spell list.

LEVEL 6: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

In addition, you can cast one of your cantrips that has a casting time of an action in place of one of those attacks.

LEVEL 14: BATTLE MAGIC

After you cast a spell that has a casting time of an action, you can make one attack with a weapon as a Bonus Action.

COLLEGE OF VALOR SUBCLASS

IGNATIUS BUDI

CLERIC

A Miraculous Priest of Divine Power

CORE CLERIC TRAITS

Primary Ability	Wisdom
Hit Point Die	D8 per Cleric level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	*Choose 2:* History, Insight, Medicine, Persuasion, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	*Choose A or B:* (A) Chain Shirt, Shield, Mace, Holy Symbol, Priest's Pack, and 7 GP; or (B) 110 GP

CLERICS DRAW POWER FROM THE REALMS of the gods and harness it to work miracles. Blessed by a deity, a pantheon, or another immortal entity, a Cleric can reach out to the divine magic of the Outer Planes—where gods dwell—and channel it to bolster people and battle foes.

Because their power is a divine gift, Clerics typically associate themselves with temples dedicated to the deity or other immortal force that unlocked their magic. Harnessing divine magic doesn't rely on specific training, yet Clerics might learn prayers and rites that help them draw on power from the Outer Planes.

Not every member of a temple or shrine is a Cleric. Some priests are called to a simple life of temple service, carrying out their devotion through prayer and rituals, not through magic. Many mortals claim to speak for the gods, but few can marshal the power of those gods the way a Cleric can.

BECOMING A CLERIC ...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Cleric Traits table.
- Gain the Cleric's level 1 features, which are listed in the Cleric Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Cleric Traits table: Hit Point Die and training with Light and Medium armor and Shields.
- Gain the Cleric's level 1 features, which are listed in the Cleric Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

CLERIC CLASS FEATURES

As a Cleric, you gain the following class features when you reach the specified Cleric levels. These features are listed in the Cleric Features table.

LEVEL 1: SPELLCASTING

You have learned to cast spells through prayer and meditation. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Cleric spells, which appear on the Cleric spell list later in the class's description.

Cantrips. You know three cantrips of your choice from the Cleric spell list. *Guidance*, *Sacred Flame*, and *Thaumaturgy* are recommended.

Whenever you gain a Cleric level, you can replace one of your cantrips with another cantrip of your choice from the Cleric spell list.

When you reach Cleric levels 4 and 10, you learn another cantrip of your choice from the Cleric spell list, as shown in the Cantrips column of the Cleric Features table.

Spell Slots. The Cleric Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Cleric spell list. *Bless*, *Cure Wounds*, *Guiding Bolt*, and *Shield of Faith* are recommended.

The number of spells on your list increases as you gain Cleric levels, as shown in the Prepared Spells column of the Cleric Features table. Whenever that number increases, choose additional spells from the Cleric spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Cleric, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Cleric feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Cleric spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Cleric spells for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Cleric spells.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Cleric spells.

MICHAEL BROUSSARD

Cleric Features

Level	Proficiency Bonus	Class Features	Channel Divinity	Cantrips	Prepared Spells	—Spell Slots per Spell Level—								
						1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Divine Order	—	3	4	2	—	—	—	—	—	—	—	—
2	+2	Channel Divinity	2	3	5	3	—	—	—	—	—	—	—	—
3	+2	Cleric Subclass	2	3	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	4	7	4	3	—	—	—	—	—	—	—
5	+3	Sear Undead	2	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	3	4	10	4	3	3	—	—	—	—	—	—
7	+3	Blessed Strikes	3	4	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	3	4	12	4	3	3	2	—	—	—	—	—
9	+4	—	3	4	14	4	3	3	3	1	—	—	—	—
10	+4	Divine Intervention	3	5	15	4	3	3	3	2	—	—	—	—
11	+4	—	3	5	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	3	5	16	4	3	3	3	2	1	—	—	—
13	+5	—	3	5	17	4	3	3	3	2	1	1	—	—
14	+5	Improved Blessed Strikes	3	5	17	4	3	3	3	2	1	1	—	—
15	+5	—	3	5	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	3	5	18	4	3	3	3	2	1	1	1	—
17	+6	Subclass feature	3	5	19	4	3	3	3	2	1	1	1	1
18	+6	—	4	5	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	4	5	21	4	3	3	3	3	2	1	1	1
20	+6	Greater Divine Intervention	4	5	22	4	3	3	3	3	2	2	1	1

LEVEL 1: DIVINE ORDER

You have dedicated yourself to one of the following sacred roles of your choice.

Protector. Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor.

Thaumaturge. You know one extra cantrip from the Cleric spell list. In addition, your mystical connection to the divine gives you a bonus to your Intelligence (Arcana or Religion) checks. The bonus equals your Wisdom modifier (minimum of +1).

LEVEL 2: CHANNEL DIVINITY

You can channel divine energy directly from the Outer Planes to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create. You gain additional effect options at higher Cleric levels.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Cleric levels, as shown in the Channel Divinity column of the Cleric Features table.

If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Divine Spark. As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).

You roll an additional d8 when you reach Cleric levels 7 (2d8), 13 (3d8), and 18 (4d8).

Turn Undead. As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

Level 3: Cleric Subclass

You gain a Cleric subclass of your choice. The Life Domain, Light Domain, Trickery Domain, and War Domain subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Cleric levels. For the rest of your career, you gain each of your subclass's features that are of your Cleric level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Cleric levels 8, 12, and 16.

Level 5: Sear Undead

Whenever you use Turn Undead, you can roll a number of d8s equal to your Wisdom modifier (minimum of 1d8) and add the rolls together. Each Undead that fails its saving throw against that use of Turn Undead takes Radiant damage equal to the roll's total. This damage doesn't end the turn effect.

Level 7: Blessed Strikes

Divine power infuses you in battle. You gain one of the following options of your choice (if you get either option from a Cleric subclass in an older book, use only the option you choose for this feature).

Divine Strike. Once on each of your turns when you hit a creature with an attack roll using a weapon, you can cause the target to take an extra 1d8 Necrotic or Radiant damage (your choice).

Potent Spellcasting. Add your Wisdom modifier to the damage you deal with any Cleric cantrip.

Level 10: Divine Intervention

You can call on your deity or pantheon to intervene on your behalf. As a Magic action, choose any Cleric spell of level 5 or lower that doesn't require a Reaction to cast. As part of the same action, you cast that spell without expending a spell slot or needing Material components. You can't use this feature again until you finish a Long Rest.

Level 14: Improved Blessed Strikes

The option you chose for Blessed Strikes grows more powerful.

Divine Strike. The extra damage of your Divine Strike increases to 2d8.

Potent Spellcasting. When you cast a Cleric cantrip and deal damage to a creature with it, you can give vitality to yourself or another creature within 60 feet of yourself, granting a number of Temporary Hit Points equal to twice your Wisdom modifier.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Fate is recommended.

Level 20: Greater Divine Intervention

You can call on even more powerful divine intervention. When you use your Divine Intervention feature, you can choose *Wish* when you select a spell. If you do so, you can't use Divine Intervention again until you finish 2d4 Long Rests.

Cleric Spell List

This section presents the Cleric spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

Cantrips (Level 0 Cleric Spells)

Spell	School	Special
Guidance	Divination	C
Light	Evocation	—
Mending	Transmutation	—
Resistance	Abjuration	C
Sacred Flame	Evocation	—
Spare the Dying	Necromancy	—
Thaumaturgy	Transmutation	—
Toll the Dead	Necromancy	—
Word of Radiance	Evocation	—

Level 1 Cleric Spells

Spell	School	Special
Bane	Enchantment	C
Bless	Enchantment	C, M
Command	Enchantment	—
Create or Destroy Water	Transmutation	—
Cure Wounds	Abjuration	—
Detect Evil and Good	Divination	C
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R
Guiding Bolt	Evocation	—
Healing Word	Abjuration	—
Inflict Wounds	Necromancy	—
Protection from Evil and Good	Abjuration	C, M
Purify Food and Drink	Transmutation	R
Sanctuary	Abjuration	—
Shield of Faith	Abjuration	C

LEVEL 2 CLERIC SPELLS

Spell	School	Special
Aid	Abjuration	—
Augury	Divination	R, M
Blindness/Deafness	Transmutation	—
Calm Emotions	Enchantment	C
Continual Flame	Evocation	M
Enhance Ability	Transmutation	C
Find Traps	Divination	—
Gentle Repose	Necromancy	R, M
Hold Person	Enchantment	C
Lesser Restoration	Abjuration	—
Locate Object	Divination	C
Prayer of Healing	Abjuration	—
Protection from Poison	Abjuration	—
Silence	Illusion	C, R
Spiritual Weapon	Evocation	C
Warding Bond	Abjuration	M
Zone of Truth	Enchantment	—

LEVEL 3 CLERIC SPELLS

Spell	School	Special
Animate Dead	Necromancy	—
Aura of Vitality	Abjuration	C
Beacon of Hope	Abjuration	C
Bestow Curse	Necromancy	C
Clairvoyance	Divination	C, M
Create Food and Water	Conjuration	—
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Feign Death	Necromancy	R
Glyph of Warding	Abjuration	M
Magic Circle	Abjuration	M
Mass Healing Word	Abjuration	—
Meld into Stone	Transmutation	R
Protection from Energy	Abjuration	C
Remove Curse	Abjuration	—
Revivify	Necromancy	M
Sending	Divination	—
Speak with Dead	Necromancy	—
Spirit Guardians	Conjuration	C
Tongues	Divination	—
Water Walk	Transmutation	R

LEVEL 4 CLERIC SPELLS

Spell	School	Special
Aura of Life	Abjuration	C
Aura of Purity	Abjuration	C
Banishment	Abjuration	C
Control Water	Transmutation	C
Death Ward	Abjuration	—
Divination	Divination	R, M
Freedom of Movement	Abjuration	—
Guardian of Faith	Conjuration	—
Locate Creature	Divination	C
Stone Shape	Transmutation	—

LEVEL 5 CLERIC SPELLS

Spell	School	Special
Circle of Power	Abjuration	C
Commune	Divination	R
Contagion	Necromancy	—
Dispel Evil and Good	Abjuration	C
Flame Strike	Evocation	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Hallow	Abjuration	M
Insect Plague	Conjuration	C
Legend Lore	Divination	M
Mass Cure Wounds	Abjuration	—
Planar Binding	Abjuration	M
Raise Dead	Necromancy	M
Scrying	Divination	C, M
Summon Celestial	Conjuration	C, M

LEVEL 6 CLERIC SPELLS

Spell	School	Special
Blade Barrier	Evocation	C
Create Undead	Necromancy	M
Find the Path	Divination	C, M
Forbiddance	Abjuration	R, M
Harm	Necromancy	—
Heal	Abjuration	—
Heroes' Feast	Conjuration	M
Planar Ally	Conjuration	—
Sunbeam	Evocation	C
True Seeing	Divination	M
Word of Recall	Conjuration	—

A Cleric prays for the day's spells.

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Level 7 Cleric Spells

Spell	School	Special
Conjure Celestial	Conjuration	C
Divine Word	Evocation	—
Etherealness	Conjuration	—
Fire Storm	Evocation	—
Plane Shift	Conjuration	M
Power Word Fortify	Enchantment	—
Regenerate	Transmutation	—
Resurrection	Necromancy	M
Symbol	Abjuration	M

Level 8 Cleric Spells

Spell	School	Special
Antimagic Field	Abjuration	C
Control Weather	Transmutation	C
Earthquake	Transmutation	C
Holy Aura	Abjuration	C, M
Sunburst	Evocation	—

Level 9 Cleric Spells

Spell	School	Special
Astral Projection	Necromancy	M
Gate	Conjuration	C, M
Mass Heal	Abjuration	—
Power Word Heal	Enchantment	—
True Resurrection	Necromancy	M

CLERIC SUBCLASSES

A Cleric subclass is a specialization that grants you features at certain Cleric levels, as specified in the subclass. Each Cleric subclass is named after a domain of existence that is favored by a god, pantheon, or religious order. This section presents the Life Domain, Light Domain, Trickery Domain, and War Domain subclasses.

LIFE DOMAIN

Soothe the Hurts of the World

The Life Domain focuses on the positive energy that helps sustain all life in the multiverse. Clerics who tap into this domain are masters of healing, using that life force to cure many hurts.

Existence itself relies on the positive energy associated with this domain, so a Cleric of almost any religious tradition might choose it. This domain is particularly associated with agricultural deities, gods of healing or endurance, and gods of home and community. Religious orders of healing also seek the magic of this domain.

LEVEL 3: DISCIPLE OF LIFE

When a spell you cast with a spell slot restores Hit Points to a creature, that creature regains additional Hit Points on the turn you cast the spell. The additional Hit Points equal 2 plus the spell slot's level.

LEVEL 3: LIFE DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Life Domain Spells table, you thereafter always have the listed spells prepared.

Life Domain Spells

Cleric Level	Prepared Spells
3	*Aid, Bless, Cure Wounds, Lesser Restoration*
5	*Mass Healing Word, Revivify*
7	*Aura of Life, Death Ward*
9	*Greater Restoration, Mass Cure Wounds*

LEVEL 3: PRESERVE LIFE

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to evoke healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose Bloodied creatures within 30 feet of yourself (which can include you), and divide those Hit Points among them. This feature can restore a creature to no more than half its Hit Point maximum.

LEVEL 6: BLESSED HEALER

The healing spells you cast on others heal you as well. Immediately after you cast a spell with a spell slot that restores Hit Points to one or more creatures other than yourself, you regain Hit Points equal to 2 plus the spell slot's level.

LEVEL 17: SUPREME HEALING

When you would normally roll one or more dice to restore Hit Points to a creature with a spell or Channel Divinity, don't roll those dice for the healing; instead use the highest number possible for each die. For example, instead of restoring 2d6 Hit Points to a creature with a spell, you restore 12.

LIFE DOMAIN
SUBCLASS

LIGHT DOMAIN

Bring Light to Banish Darkness

The Light Domain emphasizes the divine power to bring about blazing fire and revelation. Clerics who wield this power are enlightened souls infused with radiance and the power of their deities' discerning vision, charged with chasing away lies and burning away darkness.

The Light Domain is associated with gods of truth, vigilance, beauty, insight, and renewal. Some of these gods are identified with the sun or as charioteers who guide the sun across the sky. Others are sentinels who pierce deception. Some are deities of beauty and artistry who teach that art is a vehicle for the soul's improvement.

LEVEL 3: LIGHT DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Light Domain Spells table, you thereafter always have the listed spells prepared.

LIGHT DOMAIN SPELLS

Cleric Level	Prepared Spells
3	*Burning Hands, Faerie Fire, Scorching Ray, See Invisibility*
5	*Daylight, Fireball*
7	*Arcane Eye, Wall of Fire*
9	*Flame Strike, Scrying*

LEVEL 3: RADIANCE OF THE DAWN

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to emit a flash of light in a 30-foot Emanation originating from yourself. Any magical Darkness—such as that created by the *Darkness* spell—in that area is dispelled. Additionally, each creature of your choice in that area must make a Constitution saving throw, taking Radiant damage equal to 2d10 plus your Cleric level on a failed save or half as much damage on a successful one.

LEVEL 3: WARDING FLARE

When a creature that you can see within 30 feet of yourself makes an attack roll, you can take a Reaction to impose Disadvantage on the attack roll, causing light to flare before it hits or misses.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 6: IMPROVED WARDING FLARE

You regain all expended uses of your Warding Flare when you finish a Short or Long Rest.

In addition, whenever you use Warding Flare, you can give the target of the triggering attack a number of Temporary Hit Points equal to 2d6 plus your Wisdom modifier.

LEVEL 17: CORONA OF LIGHT

As a Magic action, you cause yourself to emit an aura of sunlight that lasts for 1 minute or until you dismiss it (no action required). You emit Bright Light in a 60-foot radius and Dim Light for an additional 30 feet. Your enemies in the Bright Light have Disadvantage on saving throws against your Radiance of the Dawn and any spell that deals Fire or Radiant damage.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

TRICKERY DOMAIN

Make Mischief and Challenge Authority

The Trickery Domain offers magic of deception, illusion, and stealth. Clerics who wield this magic are a disruptive force in the world, puncturing pride, mocking tyrants, freeing captives, and flouting hollow traditions. They prefer subterfuge and pranks to direct confrontation.

Gods of trickery are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They embody the forces of change and social upheaval, and they're patrons of thieves, scoundrels, gamblers, rebels, and liberators. Religious orders that operate in secret, especially those that seek to undermine oppressive governments or hierarchies, also draw on the power of the Trickery Domain.

LEVEL 3: BLESSING OF THE TRICKSTER

As a Magic action, you can choose yourself or a willing creature within 30 feet of yourself to have Advantage on Dexterity (Stealth) checks. This blessing lasts until you finish a Long Rest or you use this feature again.

LEVEL 3: INVOKE DUPLICITY

As a Bonus Action, you can expend one use of your Channel Divinity to create a perfect visual illusion of yourself in an unoccupied space you can see within 30 feet of yourself. The illusion is intangible and doesn't occupy its space. It lasts for 1 minute, but it ends early if you dismiss it (no action required) or have the Incapacitated condition. The illusion is animated and mimics your expressions and

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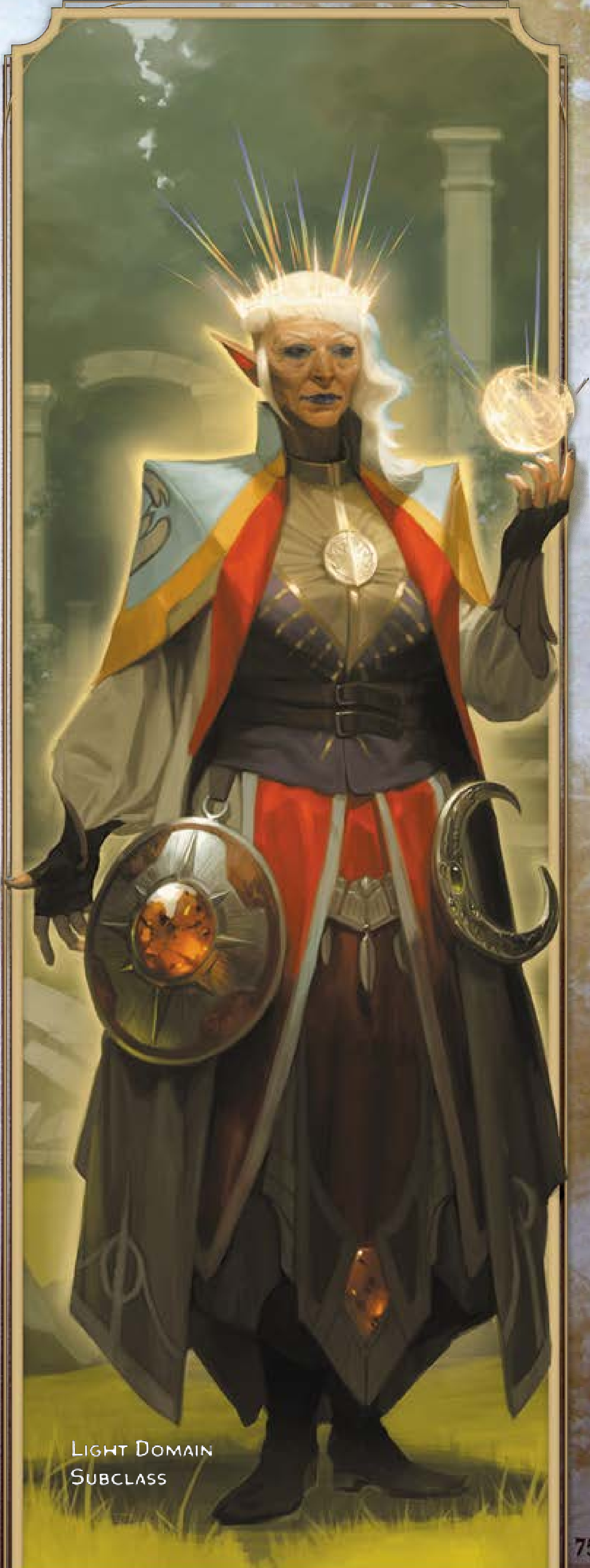

LIGHT DOMAIN SUBCLASS

Trickery Domain Subclass

gestures. While it persists, you gain the following benefits.

Cast Spells. You can cast spells as though you were in the illusion's space, but you must use your own senses.

Distract. When both you and your illusion are within 5 feet of a creature that can see the illusion, you have Advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Move. As a Bonus Action, you can move the illusion up to 30 feet to an unoccupied space you can see that is within 120 feet of yourself.

LEVEL 3: TRICKERY DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Trickery Domain Spells table, you thereafter always have the listed spells prepared.

TRICKERY DOMAIN SPELLS

Cleric Level	Prepared Spells
3	*Charm Person, Disguise Self, Invisibility, Pass without Trace*
5	*Hypnotic Pattern, Nondetection*
7	*Confusion, Dimension Door*
9	*Dominate Person, Modify Memory*

LEVEL 6: TRICKSTER'S TRANSPOSITION

Whenever you take the Bonus Action to create or move the illusion of your Invoke Duplicity, you can teleport, swapping places with the illusion.

LEVEL 17: IMPROVED DUPLICITY

The illusion of your Invoke Duplicity has grown more powerful in the following ways.

Shared Distraction. When you and your allies make attack rolls against a creature within 5 feet of the illusion, the attack rolls have Advantage.

Healing Illusion. When the illusion ends, you or a creature of your choice within 5 feet of it regains a number of Hit Points equal to your Cleric level.

WAR DOMAIN

Inspire Valor and Smite Foes

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. Clerics who tap into the magic of the War Domain excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers.

Gods of the War Domain watch over warriors and reward them for their great deeds. They include champions of honor and chivalry as well as gods of destruction and pillage. Other war gods take a more neutral stance, promoting war in all its manifestations and supporting warriors in any circumstance.

LEVEL 3: GUIDED STRIKE

When you or a creature within 30 feet of you misses with an attack roll, you can expend one use of your Channel Divinity and give that roll a +10 bonus, potentially causing it to hit. When you use this feature to benefit another creature's attack roll, you must take a Reaction to do so.

LEVEL 3: WAR DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the War Domain Spells table, you thereafter always have the listed spells prepared.

WAR DOMAIN SPELLS

Cleric Level	Prepared Spells
3	*Guiding Bolt, Magic Weapon, Shield of Faith, Spiritual Weapon*
5	*Crusader's Mantle, Spirit Guardians*
7	*Fire Shield, Freedom of Movement*
9	*Hold Monster, Steel Wind Strike*

LEVEL 3: WAR PRIEST

As a Bonus Action, you can make one attack with a weapon or an Unarmed Strike. You can use this Bonus Action a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Short or Long Rest.

LEVEL 6: WAR GOD'S BLESSING

You can expend a use of your Channel Divinity to cast *Shield of Faith* or *Spiritual Weapon* rather than expending a spell slot. When you cast either spell in this way, the spell doesn't require Concentration. Instead the spell lasts for 1 minute, but it ends early if you cast that spell again, have the Incapacitated condition, or die.

LEVEL 17: AVATAR OF BATTLE

You gain Resistance to Bludgeoning, Piercing, and Slashing damage.

POLAR ENGINE

WAR DOMAIN
SUBCLASS

DRUID

A Natural Priest of Primal Power

CORE DRUID TRAITS

Primary Ability	Wisdom
Hit Point Die	D8 per Druid level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	*Choose 2:* Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, or Survival
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Herbalism Kit
Armor Training	Light armor and Shields
Starting Equipment	*Choose A or B:* (A) Leather Armor, Shield, Sickle, Druidic Focus (Quarterstaff), Explorer's Pack, Herbalism Kit, and 9 GP; or (B) 50 GP

DRUIDS BELONG TO ANCIENT ORDERS THAT call on the forces of nature. Harnessing the magic of animals, plants, and the four elements, Druids heal, transform into animals, and wield elemental destruction.

Revering nature above all, individual Druids gain their magic from nature, a nature deity, or both, and they typically unite with other Druids to perform rites that mark the passage of the seasons and other natural cycles.

Druids are concerned with the delicate ecological balance that sustains plant and animal life and with the need for people to live in harmony with nature. Druids often guard sacred sites or watch over regions of unspoiled nature, but when a significant danger arises, Druids take a more active role as adventurers who combat the threat.

BECOMING A DRUID ...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Druid Traits table.
- Gain the Druid's level 1 features, which are listed in the Druid Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Druid Traits table: Hit Point Die and training with Light armor and Shields.
- Gain the Druid's level 1 features, which are listed in the Druid Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

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DRUID CLASS FEATURES

As a Druid, you gain the following class features when you reach the specified Druid levels. These features are listed in the Druid Features table.

LEVEL 1: SPELLCASTING

You have learned to cast spells through studying the mystical forces of nature. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Druid spells, which appear on the Druid spell list later in the class's description.

Cantrips. You know two cantrips of your choice from the Druid spell list. *Druidcraft* and *Produce Flame* are recommended.

Whenever you gain a Druid level, you can replace one of your cantrips with another cantrip of your choice from the Druid spell list.

When you reach Druid levels 4 and 10, you learn another cantrip of your choice from the Druid spell list, as shown in the Cantrips column of the Druid Features table.

Spell Slots. The Druid Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Druid spell list. *Animal Friendship, Cure Wounds, Faerie Fire,* and *Thunderwave* are recommended.

The number of spells on your list increases as you gain Druid levels, as shown in the Prepared Spells column of the Druid Features table. Whenever that number increases, choose additional spells from the Druid spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Druid, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Druid feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Druid spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells with other Druid spells for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Druid spells.

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for your Druid spells.

DRUID FEATURES

Level	Proficiency Bonus	Class Features	Wild Shape	Cantrips	Prepared Spells	Spell Slots per Spell Level								
						1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Druidic, Primal Order	—	2	4	2	—	—	—	—	—	—	—	—
2	+2	Wild Shape, Wild Companion	2	2	5	3	—	—	—	—	—	—	—	—
3	+2	Druid Subclass	2	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	3	7	4	3	—	—	—	—	—	—	—
5	+3	Wild Resurgence	2	3	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	3	3	10	4	3	3	—	—	—	—	—	—
7	+3	Elemental Fury	3	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	3	3	12	4	3	3	2	—	—	—	—	—
9	+4	—	3	3	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass feature	3	4	15	4	3	3	3	2	—	—	—	—
11	+4	—	3	4	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	3	4	16	4	3	3	3	2	1	—	—	—
13	+5	—	3	4	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	3	4	17	4	3	3	3	2	1	1	—	—
15	+5	Improved Elemental Fury	3	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	3	4	18	4	3	3	3	2	1	1	1	—
17	+6	—	4	4	19	4	3	3	3	2	1	1	1	1
18	+6	Beast Spells	4	4	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	4	4	21	4	3	3	3	3	2	1	1	1
20	+6	Archdruid	4	4	22	4	3	3	3	3	2	2	1	1

LEVEL 1: DRUIDIC

You know Druidic, the secret language of Druids. While learning this ancient tongue, you also unlocked the magic of communicating with animals; you always have the *Speak with Animals* spell prepared.

You can use Druidic to leave hidden messages. You and others who know Druidic automatically spot such a message. Others spot the message's presence with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

LEVEL 1: PRIMAL ORDER

You have dedicated yourself to one of the following sacred roles of your choice.

Magician. You know one extra cantrip from the Druid spell list. In addition, your mystical connection to nature gives you a bonus to your Intelligence (Arcana or Nature) checks. The bonus equals your Wisdom modifier (minimum bonus of +1).

Warden. Trained for battle, you gain proficiency with Martial weapons and training with Medium armor.

LEVEL 2: WILD SHAPE

The power of nature allows you to assume the form of an animal. As a Bonus Action, you shape-shift into a Beast form that you have learned for this feature (see "Known Forms" below). You stay in that form for a number of hours equal to half your Druid level or until you use Wild Shape again, have the Incapacitated condition, or die. You can also leave the form early as a Bonus Action.

Number of Uses. You can use Wild Shape twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

You gain additional uses when you reach certain Druid levels, as shown in the Wild Shape column of the Druid Features table.

Known Forms. You know four Beast forms for this feature, chosen from among Beast stat blocks that have a maximum Challenge Rating of 1/4 and that lack a Fly Speed (see appendix B for stat block options). The **Rat**, **Riding Horse**, **Spider**, and **Wolf** are recommended. Whenever you finish a Long Rest, you can replace one of your known forms with another eligible form.

When you reach certain Druid levels, your number of known forms and the maximum Challenge Rating for those forms increases, as shown in the Beast Shapes table. In addition, starting at level 8, you can adopt a form that has a Fly Speed.

When choosing known forms, you may look in the *Monster Manual* or elsewhere for eligible Beasts if the Dungeon Master permits you to do so.

BEAST SHAPES

Druid Level	Known Forms	Max CR	Fly Speed
2	4	1/4	No
4	6	1/2	No
8	8	1	Yes

Rules While Shape-Shifted. While in a form, you retain your personality, memories, and ability to speak, and the following rules apply:

Temporary Hit Points. When you assume a Wild Shape form, you gain a number of Temporary Hit Points equal to your Druid level.

Game Statistics. Your game statistics are replaced by the Beast's stat block, but you retain your creature type; Hit Points; Hit Point Dice; Intelligence, Wisdom, and Charisma scores; class features; languages; and feats. You also retain your skill and saving throw proficiencies and use your Proficiency Bonus for them, in addition to gaining the proficiencies of the creature. If a skill or saving throw modifier in the Beast's stat block is higher than yours, use the one in the stat block.

No Spellcasting. You can't cast spells, but shape-shifting doesn't break your Concentration or otherwise interfere with a spell you've already cast.

Objects. Your ability to handle objects is determined by the form's limbs rather than your own. In addition, you choose whether your equipment falls in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it's practical for the new form to wear a piece of equipment based on the creature's size and shape. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with the form. Equipment that merges with the form has no effect while you're in that form.

LEVEL 2: WILD COMPANION

You can summon a nature spirit that assumes an animal form to aid you. As a Magic action, you can expend a spell slot or a use of Wild Shape to cast the *Find Familiar* spell without Material components.

When you cast the spell in this way, the familiar is Fey and disappears when you finish a Long Rest.

LEVEL 3: DRUID SUBCLASS

You gain a Druid subclass of your choice. The Circle of the Land, Circle of the Moon, Circle of the Sea, and Circle of the Stars subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Druid levels. For the rest of your career, you gain each of your subclass's features that are of your Druid level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Druid levels 8, 12, and 16.

LEVEL 5: WILD RESURGENCE

Once on each of your turns, if you have no uses of Wild Shape left, you can give yourself one use by expending a spell slot (no action required).

In addition, you can expend one use of Wild Shape (no action required) to give yourself a level 1 spell slot, but you can't do so again until you finish a Long Rest.

LEVEL 7: ELEMENTAL FURY

The might of the elements flows through you. You gain one of the following options of your choice.

Potent Spellcasting. Add your Wisdom modifier to the damage you deal with any Druid cantrip.

Primal Strike. Once on each of your turns when you hit a creature with an attack roll using a weapon or a Beast form's attack in Wild Shape, you can cause the target to take an extra 1d8 Cold, Fire, Lightning, or Thunder damage (choose when you hit).

LEVEL 15: IMPROVED ELEMENTAL FURY

The option you chose for Elemental Fury grows more powerful, as detailed below.

Potent Spellcasting. When you cast a Druid cantrip with a range of 10 feet or greater, the spell's range increases by 300 feet.

Primal Strike. The extra damage of your Primal Strike increases to 2d8.

LEVEL 18: BEAST SPELLS

While using Wild Shape, you can cast spells in Beast form, except for any spell that has a Material component with a cost specified or that consumes its Material component.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

A Druid channels the power of nature through their magic.

Level 20: Archdruid

The vitality of nature constantly blooms within you, granting you the following benefits.

Evergreen Wild Shape. Whenever you roll Initiative and have no uses of Wild Shape left, you regain one expended use of it.

Nature Magician. You can convert uses of Wild Shape into a spell slot (no action required). Choose a number of your unexpended uses of Wild Shape and convert them into a single spell slot, with each use contributing 2 spell levels. For example, if you convert two uses of Wild Shape, you produce a level 4 spell slot. Once you use this benefit, you can't do so again until you finish a Long Rest.

Longevity. The primal magic that you wield causes you to age more slowly. For every ten years that pass, your body ages only one year.

Druid Spell List

This section presents the Druid spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

Cantrips (Level 0 Druid Spells)

Spell	School	Special
Druidcraft	Transmutation	—
Elementalism	Transmutation	—
Guidance	Divination	C
Mending	Transmutation	—
Message	Transmutation	—
Poison Spray	Necromancy	—
Produce Flame	Conjuration	—
Resistance	Abjuration	C
Shillelagh	Transmutation	—
Spare the Dying	Necromancy	—
Starry Wisp	Evocation	—
Thorn Whip	Transmutation	—
Thunderclap	Evocation	—

Level 1 Druid Spells

Spell	School	Special
Animal Friendship	Enchantment	—
Charm Person	Enchantment	—
Create or Destroy Water	Transmutation	—
Cure Wounds	Abjuration	—

Spell	School	Special
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R
Entangle	Conjuration	C
Faerie Fire	Evocation	C
Fog Cloud	Conjuration	C
Goodberry	Conjuration	—
Healing Word	Abjuration	—
Ice Knife	Conjuration	—
Jump	Transmutation	—
Longstrider	Transmutation	—
Protection from Evil and Good	Abjuration	C, M
Purify Food and Drink	Transmutation	R
Speak with Animals	Divination	R
Thunderwave	Evocation	—

LEVEL 2 DRUID SPELLS

Spell	School	Special
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Augury	Divination	R, M
Barkskin	Transmutation	—
Beast Sense	Divination	C, R
Continual Flame	Evocation	M
Darkvision	Transmutation	—
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Find Traps	Divination	—
Flame Blade	Evocation	C
Flaming Sphere	Evocation	C
Gust of Wind	Evocation	C
Heat Metal	Transmutation	C
Hold Person	Enchantment	C
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R
Locate Object	Divination	C
Moonbeam	Evocation	C
Pass without Trace	Abjuration	C
Protection from Poison	Abjuration	—
Spike Growth	Transmutation	C
Summon Beast	Conjuration	C, M

LEVEL 3 DRUID SPELLS

Spell	School	Special
Aura of Vitality	Abjuration	C
Call Lightning	Conjuration	C
Conjure Animals	Conjuration	C
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Elemental Weapon	Transmutation	C
Feign Death	Necromancy	R
Meld into Stone	Transmutation	R
Plant Growth	Transmutation	—
Protection from Energy	Abjuration	C
Revivify	Necromancy	M
Sleet Storm	Conjuration	C
Speak with Plants	Transmutation	—
Summon Fey	Conjuration	C, M
Water Breathing	Transmutation	R
Water Walk	Transmutation	R
Wind Wall	Evocation	C

LEVEL 4 DRUID SPELLS

Spell	School	Special
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Conjure Minor Elementals	Conjuration	C
Conjure Woodland Beings	Conjuration	C
Control Water	Transmutation	C
Divination	Divination	R, M
Dominate Beast	Enchantment	C
Fire Shield	Evocation	—
Fount of Moonlight	Evocation	C
Freedom of Movement	Abjuration	—
Giant Insect	Conjuration	C
Grasping Vine	Conjuration	C
Hallucinatory Terrain	Illusion	—
Ice Storm	Evocation	—
Locate Creature	Divination	C
Polymorph	Transmutation	C
Stone Shape	Transmutation	—
Stoneskin	Transmutation	C, M
Summon Elemental	Conjuration	C, M
Wall of Fire	Evocation	C

LEVEL 5 DRUID SPELLS

Spell	School	Special
Antilife Shell	Abjuration	C
Awaken	Transmutation	M
Commune with Nature	Divination	R
Cone of Cold	Evocation	—
Conjure Elemental	Conjuration	C
Contagion	Necromancy	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Insect Plague	Conjuration	C
Mass Cure Wounds	Abjuration	—
Planar Binding	Abjuration	M
Reincarnate	Necromancy	M
Scrying	Divination	C, M
Tree Stride	Conjuration	C
Wall of Stone	Evocation	C

LEVEL 6 DRUID SPELLS

Spell	School	Special
Conjure Fey	Conjuration	C
Find the Path	Divination	C, M
Flesh to Stone	Transmutation	C
Heal	Abjuration	—
Heroes' Feast	Conjuration	M
Move Earth	Transmutation	C
Sunbeam	Evocation	C
Transport via Plants	Conjuration	—
Wall of Thorns	Conjuration	C
Wind Walk	Transmutation	—

LEVEL 7 DRUID SPELLS

Spell	School	Special
Fire Storm	Evocation	—
Mirage Arcane	Illusion	—
Plane Shift	Conjuration	M
Regenerate	Transmutation	—
Reverse Gravity	Transmutation	C
Symbol	Abjuration	M

LEVEL 8 DRUID SPELLS

Spell	School	Special
Animal Shapes	Transmutation	—
Antipathy/Sympathy	Enchantment	—
Befuddlement	Enchantment	—
Control Weather	Transmutation	C
Earthquake	Transmutation	C
Incendiary Cloud	Conjuration	C
Sunburst	Evocation	—
Tsunami	Conjuration	C

LEVEL 9 DRUID SPELLS

Spell	School	Special
Foresight	Divination	—
Shapechange	Transmutation	C, M
Storm of Vengeance	Conjuration	C
True Resurrection	Necromancy	M

DRUID SUBCLASSES

A Druid subclass is a specialization that grants you features at certain Druid levels, as specified in the subclass. Druids form loose associations, which they call circles. This section presents the Circle of the Land, Circle of the Moon, Circle of the Sea, and Circle of the Stars subclasses.

CIRCLE OF THE LAND

Celebrate Connection to the Natural World

The Circle of the Land comprises mystics and sages who safeguard ancient knowledge and rites. These Druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of their communities.

LEVEL 3: CIRCLE OF THE LAND SPELLS

Whenever you finish a Long Rest, choose one type of land: arid, polar, temperate, or tropical. Consult the table below that corresponds to the chosen type; you have the spells listed for your Druid level and lower prepared.

ARID LAND

Druid Level	Circle Spells
3	*Blur, Burning Hands, Fire Bolt*
5	*Fireball*
7	*Blight*
9	*Wall of Stone*

POLAR LAND

Druid Level	Circle Spells
3	*Fog Cloud, Hold Person, Ray of Frost*
5	*Sleet Storm*
7	*Ice Storm*
9	*Cone of Cold*

TEMPERATE LAND

Druid Level	Circle Spells
3	*Misty Step, Shocking Grasp, Sleep*
5	*Lightning Bolt*
7	*Freedom of Movement*
9	*Tree Stride*

TROPICAL LAND

Druid Level	Circle Spells
3	*Acid Splash, Ray of Sickness, Web*
5	*Stinking Cloud*
7	*Polymorph*
9	*Insect Plague*

LEVEL 3: LAND'S AID

As a Magic action, you can expend a use of your Wild Shape and choose a point within 60 feet of yourself. Vitality-giving flowers and life-draining thorns appear for a moment in a 10-foot-radius Sphere centered on that point. Each creature of your choice in the Sphere must make a Constitution saving throw against your spell save DC, taking 2d6 Necrotic damage on a failed save or half as much damage on a successful one. One creature of your choice in that area regains 2d6 Hit Points.

The damage and healing increase by 1d6 when you reach Druid levels 10 (3d6) and 14 (4d6).

LEVEL 6: NATURAL RECOVERY

You can cast one of the level 1+ spells that you have prepared from your Circle Spells feature without expending a spell slot, and you must finish a Long Rest before you do so again.

In addition, when you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your Druid level (round up), and none of them can be level 6+. For example, if you're a level 6 Druid, you can recover up to three levels' worth of spell slots. You can recover a level 3 spell slot, a level 2 and a level 1 spell slot, or three level 1 spell slots. Once you recover spell slots with this feature, you can't do so again until you finish a Long Rest.

LEVEL 10: NATURE'S WARD

You are immune to the Poisoned condition, and you have Resistance to a damage type associated with your current land choice in the Circle Spells feature, as shown in the Nature's Ward table.

NATURE'S WARD

Land Type	Resistance	Land Type	Resistance
Arid	Fire	Temperate	Lightning
Polar	Cold	Tropical	Poison

CIRCLE OF THE LAND SUBCLASS

POLAR ENGINE

Circle of the Moon Subclass

Level 14: Nature's Sanctuary

As a Magic action, you can expend a use of your Wild Shape and cause spectral trees and vines to appear in a 15-foot Cube on the ground within 120 feet of yourself. They last there for 1 minute or until you have the Incapacitated condition or die. You and your allies have Half Cover while in that area, and your allies gain the current Resistance of your Nature's Ward while there.

As a Bonus Action, you can move the Cube up to 60 feet to ground within 120 feet of yourself.

Circle of the Moon

Adopt Animal Forms to Guard the Wilds

Druids of the Circle of the Moon draw on lunar magic to transform themselves. Their order gathers under the moon to share news and perform rituals.

Changeable as the moon, a Druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and then crash through undergrowth as a bear to drive off a trespassing monster. The wild is in the Druid's blood.

Level 3: Circle Forms

You can channel lunar magic when you assume a Wild Shape form, granting you the benefits below.

Challenge Rating. The maximum Challenge Rating for the form equals your Druid level divided by 3 (round down).

Armor Class. Until you leave the form, your AC equals 13 plus your Wisdom modifier if that total is higher than the Beast's AC.

Temporary Hit Points. You gain a number of Temporary Hit Points equal to three times your Druid level.

Level 3: Circle of the Moon Spells

When you reach a Druid level specified in the Circle of the Moon Spells table, you thereafter always have the listed spells prepared.

In addition, you can cast the spells from this feature while you're in a Wild Shape form.

Circle of the Moon Spells

Druid Level	Prepared Spells
3	*Cure Wounds, Moonbeam, Starry Wisp*
5	*Conjure Animals*
7	*Fount of Moonlight*
9	*Mass Cure Wounds*

A Druid in wolf form howls at the moon.

Level 6: Improved Circle Forms

While in a Wild Shape form, you gain the following benefits.

Lunar Radiance. Each of your attacks in a Wild Shape form can deal its normal damage type or Radiant damage. You make this choice each time you hit with those attacks.

Increased Toughness. You can add your Wisdom modifier to your Constitution saving throws.

Level 10: Moonlight Step

You magically transport yourself, reappearing amid a burst of moonlight. As a Bonus Action, you teleport up to 30 feet to an unoccupied space you can see, and you have Advantage on the next attack roll you make before the end of this turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. You can also regain uses by expending a level 2+ spell slot for each use you want to restore (no action required).

Level 14: Lunar Form

The power of the moon suffuses you, granting you the following benefits.

Improved Lunar Radiance. Once per turn, you can deal an extra 2d10 Radiant damage to a target you hit with a Wild Shape form's attack.

Shared Moonlight. Whenever you use Moonlight Step, you can also teleport one willing creature. That creature must be within 10 feet of you, and you teleport it to an unoccupied space you can see within 10 feet of your destination space.

Circle of the Sea

Become One with Tides and Storms

Druids of the Circle of the Sea draw on the tempestuous forces of oceans and storms. Some view themselves as embodiments of nature's wrath, seeking vengeance against those who despoil nature. Others seek mystical unity with nature by attuning themselves to the ebb and flow of the tides, following the rush of currents and waves and listening to the inscrutable whispers and roars of the winds.

Level 3: Circle of the Sea Spells

When you reach a Druid level specified in the Circle of the Sea Spells table, you thereafter always have the listed spells prepared.

Circle of the Sea Spells

Druid Level	Prepared Spells
3	*Fog Cloud, Gust of Wind, Ray of Frost, Shatter, Thunderwave*
5	*Lightning Bolt, Water Breathing*
7	*Control Water, Ice Storm*
9	*Conjure Elemental, Hold Monster*

Level 3: Wrath of the Sea

As a Bonus Action, you can expend a use of your Wild Shape to manifest a 5-foot Emanation that takes the form of ocean spray that surrounds you for 10 minutes. It ends early if you dismiss it (no action required), manifest it again, or have the Incapacitated condition.

When you manifest the Emanation and as a Bonus Action on your subsequent turns, you can choose another creature you can see in the Emanation. The target must succeed on a Constitution saving throw against your spell save DC or take Cold damage and, if the creature is Large or smaller, be pushed up to 15 feet away from you. To determine this damage, roll a number of d6s equal to your Wisdom modifier (minimum of one die).

Level 6: Aquatic Affinity

The size of the Emanation created by your Wrath of the Sea increases to 10 feet.

In addition, you gain a Swim Speed equal to your Speed.

Level 10: Stormborn

Your Wrath of the Sea confers two more benefits while active, as detailed below.

Flight. You gain a Fly Speed equal to your Speed.

Resistance. You have Resistance to Cold, Lightning, and Thunder damage.

Circle of the Sea Subclass

LEVEL 14: OCEANIC GIFT

Instead of manifesting the Emanation of Wrath of the Sea around yourself, you can manifest it around one willing creature within 60 feet of yourself. That creature gains all the benefits of the Emanation and uses your spell save DC and Wisdom modifier for it.

In addition, you can manifest the Emanation around both the other creature and yourself if you expend two uses of your Wild Shape instead of one when manifesting it.

CIRCLE OF THE STARS

Harness Secrets Hidden in Constellations

The Circle of the Stars has tracked heavenly patterns since time immemorial, discovering secrets hidden amid the constellations. By understanding these secrets, the Druids of this circle seek to harness the powers of the cosmos.

LEVEL 3: STAR MAP

You've created a star chart as part of your heavenly studies. It is a Tiny object, and you can use it as a Spellcasting Focus for your Druid spells. You determine its form by rolling on the Star Map table or by choosing one.

While holding the map, you have the *Guidance* and *Guiding Bolt* spells prepared, and you can cast *Guiding Bolt* without expending a spell slot. You can cast it in that way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

If you lose the map, you can perform a 1-hour ceremony to magically create a replacement. This ceremony can be performed during a Short or Long Rest, and it destroys the previous map.

STAR MAP

1d6	Map Form
1	A scroll bearing depictions of constellations
2	A stone tablet with fine holes drilled through it
3	An owlbear hide tooled with stellar symbols
4	A collection of maps bound in an ebony cover
5	A crystal engraved with starry patterns
6	A glass disk etched with constellations

LEVEL 3: STARRY FORM

As a Bonus Action, you can expend a use of your Wild Shape feature to take on a starry form rather than shape-shifting.

While in your starry form, you retain your game statistics, but your body becomes luminous, your joints glimmer like stars, and glowing lines connect them as on a star chart. This form sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), have the Incapacitated condition, or use this feature again.

Whenever you assume your starry form, choose which of the following constellations glimmers on your body; your choice gives you certain benefits while in the form.

Archer. A constellation of an archer appears on you. When you activate this form and as a Bonus Action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of yourself. On a hit, the attack deals Radiant damage equal to 1d8 plus your Wisdom modifier.

Chalice. A constellation of a life-giving goblet appears on you. Whenever you cast a spell using a spell slot that restores Hit Points to a creature, you or another creature within 30 feet of you can regain Hit Points equal to 1d8 plus your Wisdom modifier.

Dragon. A constellation of a wise dragon appears on you. When you make an Intelligence or a Wisdom check or a Constitution saving throw to maintain Concentration, you can treat a roll of 9 or lower on the d20 as a 10.

LEVEL 6: COSMIC OMEN

Whenever you finish a Long Rest, you can consult your Star Map for omens and roll a die. Until you finish your next Long Rest, you gain access to a special Reaction based on whether you rolled an even or an odd number on the die:

Weal (Even). Whenever a creature you can see within 30 feet of you is about to make a D20 Test, you can take a Reaction to roll 1d6 and add the number rolled to the total.

Woe (Odd). Whenever a creature you can see within 30 feet of you is about to make a D20 Test, you can take a Reaction to roll 1d6 and subtract the number rolled from the total.

You can use this Reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 10: TWINKLING CONSTELLATIONS

The constellations of your Starry Form improve. The 1d8 of the Archer and the Chalice becomes 2d8, and while the Dragon is active, you have a Fly Speed of 20 feet and can hover.

Moreover, at the start of each of your turns while in your Starry Form, you can change which constellation glimmers on your body.

LEVEL 14: FULL OF STARS

While in your Starry Form, you become partially incorporeal, giving you Resistance to Bludgeoning, Piercing, and Slashing damage.

CIRCLE OF THE STARS SUBCLASS

FIGHTER

A Master of All Arms and Armor

CORE FIGHTER TRAITS

Primary Ability	Strength or Dexterity
Hit Point Die	D10 per Fighter level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	*Choose 2:* Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	*Choose A, B, or C:* (A) Chain Mail, Greatsword, Flail, 8 Javelins, Dungeoneer's Pack, and 4 GP; (B) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Dungeoneer's Pack, and 11 GP; or (C) 155 GP

FIGHTERS RULE MANY BATTLEFIELDS. Questing knights, royal champions, elite soldiers, and hardened mercenaries—as Fighters, they all share an unparalleled prowess with weapons and armor. And they are well acquainted with death, both meting it out and defying it.

Fighters master various weapon techniques, and a well-equipped Fighter always has the right tool at hand for any combat situation. Likewise, a Fighter is adept with every form of armor. Beyond that basic degree of familiarity, each Fighter specializes in certain styles of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad ability and extensive specialization makes Fighters superior combatants.

BECOMING A FIGHTER ...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Fighter Traits table.
- Gain the Fighter's level 1 features, which are listed in the Fighter Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Fighter Traits table: Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Fighter's level 1 features, which are listed in the Fighter Features table.

NESTOR OSSANDON LEAL

FIGHTER CLASS FEATURES

As a Fighter, you gain the following class features when you reach the specified Fighter levels. These features are listed on the Fighter Features table.

LEVEL 1: FIGHTING STYLE

You have honed your martial prowess and gain a Fighting Style feat of your choice (see chapter 5). Defense is recommended.

Whenever you gain a Fighter level, you can replace the feat you chose with a different Fighting Style feat.

LEVEL 1: SECOND WIND

You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus your Fighter level.

You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

When you reach certain Fighter levels, you gain more uses of this feature, as shown in the Second Wind column of the Fighter Features table.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Fighter levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Fighter Features table.

LEVEL 2: ACTION SURGE

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except the Magic action.

Once you use this feature, you can't do so again until you finish a Short or Long Rest. Starting at level 17, you can use it twice before a rest but only once on a turn.

LEVEL 2: TACTICAL MIND

You have a mind for tactics on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

FIGHTER FEATURES

Level	Proficiency Bonus	Class Features	Second Wind	Weapon Mastery
1	+2	Fighting Style, Second Wind, Weapon Mastery	2	3
2	+2	Action Surge (one use), Tactical Mind	2	3
3	+2	Fighter Subclass	2	3
4	+2	Ability Score Improvement	3	4
5	+3	Extra Attack, Tactical Shift	3	4
6	+3	Ability Score Improvement	3	4
7	+3	Subclass feature	3	4
8	+3	Ability Score Improvement	3	4
9	+4	Indomitable (one use), Tactical Master	3	4
10	+4	Subclass feature	4	5
11	+4	Two Extra Attacks	4	5
12	+4	Ability Score Improvement	4	5
13	+5	Indomitable (two uses), Studied Attacks	4	5
14	+5	Ability Score Improvement	4	5
15	+5	Subclass feature	4	5
16	+5	Ability Score Improvement	4	6
17	+6	Action Surge (two uses), Indomitable (three uses)	4	6
18	+6	Subclass feature	4	6
19	+6	Epic Boon	4	6
20	+6	Three Extra Attacks	4	6

LEVEL 3: FIGHTER SUBCLASS

You gain a Fighter subclass of your choice. The Battle Master, Champion, Eldritch Knight, and Psi Warrior subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Fighter levels. For the rest of your career, you gain each of your subclass's features that are of your Fighter level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Fighter levels 6, 8, 12, 14, and 16.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 5: TACTICAL SHIFT

Whenever you activate your Second Wind with a Bonus Action, you can move up to half your Speed without provoking Opportunity Attacks.

LEVEL 9: INDOMITABLE

If you fail a saving throw, you can reroll it with a bonus equal to your Fighter level. You must use the new roll, and you can't use this feature again until you finish a Long Rest.

You can use this feature twice before a Long Rest starting at level 13 and three times before a Long Rest starting at level 17.

LEVEL 9: TACTICAL MASTER

When you attack with a weapon whose mastery property you can use, you can replace that property with the Push, Sap, or Slow property for that attack.

LEVEL 11: TWO EXTRA ATTACKS

You can attack three times instead of once whenever you take the Attack action on your turn.

LEVEL 13: STUDIED ATTACKS

You study your opponents and learn from each attack you make. If you make an attack roll against a creature and miss, you have Advantage on your next attack roll against that creature before the end of your next turn.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Combat Prowess is recommended.

LEVEL 20: THREE EXTRA ATTACKS

You can attack four times instead of once whenever you take the Attack action on your turn.

A Fighter stands between an ally and the onslaught of a black dragon

Campbell White

Fighter Subclasses

A Fighter subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Battle Master, Champion, Eldritch Knight, and Psi Warrior subclasses.

Battle Master

Master Sophisticated Battle Maneuvers

Battle Masters are students of the art of battle, learning martial techniques passed down through generations. The most accomplished Battle Masters are well-rounded figures who combine their carefully honed combat skills with academic study in the fields of history, theory, and the arts.

Level 3: Combat Superiority

Your experience on the battlefield has refined your fighting techniques. You learn maneuvers that are fueled by special dice called Superiority Dice.

Maneuvers. You learn three maneuvers of your choice from the "Maneuver Options" section later in this subclass's description. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice when you reach Fighter levels 7, 10, and 15. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four Superiority Dice, which are d8s. A Superiority Die is expended when you use it. You regain all expended Superiority Dice when you finish a Short or Long Rest.

You gain an additional Superiority Die when you reach Fighter levels 7 (five dice total) and 15 (six dice total).

Saving Throws. If a maneuver requires a saving throw, the DC equals 8 plus your Strength or Dexterity modifier (your choice) and Proficiency Bonus.

Battle Master Subclass

Level 3: Student of War

You gain proficiency with one type of Artisan's Tools of your choice, and you gain proficiency in one skill of your choice from the skills available to Fighters at level 1.

Level 7: Know Your Enemy

As a Bonus Action, you can discern certain strengths and weaknesses of a creature you can see within 30 feet of yourself; you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

Once you use this feature, you can't do so again until you finish a Long Rest. You can also restore a use of the feature by expending one Superiority Die (no action required).

Level 10: Improved Combat Superiority

Your Superiority Die becomes a d10.

Level 15: Relentless

Once per turn, when you use a maneuver, you can roll 1d8 and use the number rolled instead of expending a Superiority Die.

Level 18: Ultimate Combat Superiority

Your Superiority Die becomes a d12.

Maneuver Options

The maneuvers are presented here in alphabetical order.

Ambush. When you make a Dexterity (Stealth) check or an Initiative roll, you can expend one Superiority Die and add the die to the roll, unless you have the Incapacitated condition.

Bait and Switch. When you're within 5 feet of a creature on your turn, you can expend one Superiority Die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and doesn't have the Incapacitated condition. This movement doesn't provoke Opportunity Attacks.

Roll the Superiority Die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

Commander's Strike. When you take the Attack action on your turn, you can replace one of your attacks to direct one of your companions to strike. When you do so, choose a willing creature who can see or hear you and expend one Superiority Die. That creature can immediately use its Reaction to make one attack with a weapon or an Unarmed Strike, adding the Superiority Die to the attack's damage roll on a hit.

Commanding Presence. When you make a Charisma (Intimidation, Performance, or Persuasion) check, you can expend one Superiority Die and add that die to the roll.

Disarming Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to disarm the target. Add the Superiority Die roll to the attack's damage roll. The target must succeed on a Strength saving throw or drop one object of your choice that it's holding, with the object landing in its space.

Distracting Strike. When you hit a creature with an attack roll, you can expend one Superiority Die to distract the target. Add the Superiority Die roll to the attack's damage roll. The next attack roll against the target by an attacker other than you has Advantage if the attack is made before the start of your next turn.

Evasive Footwork. As a Bonus Action, you can expend one Superiority Die and take the Disengage action. You also roll the die and add the number rolled to your AC until the start of your next turn.

Feinting Attack. As a Bonus Action, you can expend one Superiority Die to feint, choosing one creature within 5 feet of yourself as your target. You have Advantage on your next attack roll against that target this turn. If that attack hits, add the Superiority Die to the attack's damage roll.

Goading Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to goad the target into attacking you. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or have Disadvantage on attack rolls against targets other than you until the end of your next turn.

Lunging Attack. As a Bonus Action, you can expend one Superiority Die and take the Dash action. If you move at least 5 feet in a straight line immediately before hitting with a melee attack as part of the Attack action on this turn, you can add the Superiority Die to the attack's damage roll.

Maneuvering Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to maneuver one of your comrades into another position. Add the Superiority Die roll to the attack's damage roll, and choose a willing creature who can see or hear you. That creature can use its Reaction to move up to half its Speed without provoking an Opportunity Attack from the target of your attack.

Menacing Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to frighten the target. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or have the Frightened condition until the end of your next turn.

Parry. When another creature damages you with a melee attack roll, you can take a Reaction and expend one Superiority Die to reduce the damage by the number you roll on your Superiority Die plus your Strength or Dexterity modifier (your choice).

Precision Attack. When you miss with an attack roll, you can expend one Superiority Die, roll that die, and add it to the attack roll, potentially causing the attack to hit.

Pushing Attack. When you hit a creature with an attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die to attempt to drive the target back. Add the Superiority Die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or be pushed up to 15 feet directly away from you.

Rally. As a Bonus Action, you can expend one Superiority Die to bolster the resolve of a companion. Choose an ally of yours within 30 feet of yourself who can see or hear you. That creature gains Temporary Hit Points equal to the Superiority Die roll plus half your Fighter level (round down).

Riposte. When a creature misses you with a melee attack roll, you can take a Reaction and expend one Superiority Die to make a melee attack roll with a weapon or an Unarmed Strike against the creature. If you hit, add the Superiority Die to the attack's damage.

Sweeping Attack. When you hit a creature with a melee attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die to attempt to damage another creature. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your Superiority Die. The damage is of the same type dealt by the original attack.

Tactical Assessment. When you make an Intelligence (History or Investigation) check or a Wisdom (Insight) check, you can expend one Superiority Die and add that die to the ability check.

Trip Attack. When you hit a creature with an attack roll using a weapon or an Unarmed Strike, you can expend one Superiority Die and add the die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or have the Prone condition.

Champion Subclass

CHAMPION

Pursue Physical Excellence in Combat

A Champion focuses on the development of martial prowess in a relentless pursuit of victory. Champions combine rigorous training with physical excellence to deal devastating blows, withstand peril, and garner glory. Whether in athletic contests or bloody battle, Champions strive for the crown of the victor.

LEVEL 3: IMPROVED CRITICAL

Your attack rolls with weapons and Unarmed Strikes can score a Critical Hit on a roll of 19 or 20 on the d20.

LEVEL 3: REMARKABLE ATHLETE

Thanks to your athleticism, you have Advantage on Initiative rolls and Strength (Athletics) checks.

In addition, immediately after you score a Critical Hit, you can move up to half your Speed without provoking Opportunity Attacks.

LEVEL 7: ADDITIONAL FIGHTING STYLE

You gain another Fighting Style feat of your choice.

LEVEL 10: HEROIC WARRIOR

The thrill of battle drives you toward victory. During combat, you can give yourself Heroic Inspiration whenever you start your turn without it.

LEVEL 15: SUPERIOR CRITICAL

Your attack rolls with weapons and Unarmed Strikes can now score a Critical Hit on a roll of 18–20 on the d20.

LEVEL 18: SURVIVOR

You attain the pinnacle of resilience in battle, giving you these benefits.

Defy Death. You have Advantage on Death Saving Throws. Moreover, when you roll 18–20 on a Death Saving Throw, you gain the benefit of rolling a 20 on it.

Heroic Rally. At the start of each of your turns, you regain Hit Points equal to 5 plus your Constitution modifier if you are Bloodied and have at least 1 Hit Point.

ELDRITCH KNIGHT

Support Combat Skills with Arcane Magic

Eldritch Knights combine the martial mastery common to all Fighters with a careful study of magic. Their spells both complement and extend their combat skills, providing additional protection to shore up their armor and also allowing them to engage many foes at once with explosive magic.

Level 3: Spellcasting

You have learned to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules as an Eldritch Knight.

Cantrips. You know two cantrips of your choice from the Wizard spell list (see that class's section for its list). *Ray of Frost* and *Shocking Grasp* are recommended. Whenever you gain a Fighter level, you can replace one of these cantrips with another cantrip of your choice from the Wizard spell list.

When you reach Fighter level 10, you learn another Wizard cantrip of your choice.

Spell Slots. The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

ELDRITCH KNIGHT SPELLCASTING

		—Spell Slots per Spell Level—			
Fighter Level	**Spells Prepared**	**1**	**2**	**3**	**4**
3	3	2	—	—	—
4	4	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	5	4	2	—	—
8	6	4	2	—	—
9	6	4	2	—	—
10	7	4	3	—	—
11	8	4	3	—	—
12	8	4	3	—	—
13	9	4	3	2	—
14	10	4	3	2	—
15	10	4	3	2	—
16	11	4	3	3	—
17	11	4	3	3	—
18	11	4	3	3	—
19	12	4	3	3	1
20	13	4	3	3	1

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 spells from the Wizard spell list. *Burning Hands*, *Jump*, and *Shield* are recommended.

The number of spells on your list increases as you gain Fighter levels, as shown in the Prepared Spells column of the Eldritch Knight Spellcasting table. Whenever that number increases, choose additional spells from the Wizard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7

Eldritch Knight Subclass

Fighter, your list of prepared spells can include five Wizard spells of levels 1 and 2 in any combination.

Changing Your Prepared Spells. Whenever you gain a Fighter level, you can replace one spell on your list with another Wizard spell for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Wizard spells.

LEVEL 3: WAR BOND

You learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a Short Rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. The bond fails if another Fighter is bonded to the weapon or if the weapon is a magic item to which someone else is attuned.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you have the Incapacitated condition. If it is on the same plane of existence, you can summon that weapon as a Bonus Action, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but you can summon only one at a time with a Bonus Action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

LEVEL 7: WAR MAGIC

When you take the Attack action on your turn, you can replace one of the attacks with a casting of one of your Wizard cantrips that has a casting time of an action.

LEVEL 10: ELDRITCH STRIKE

You learn how to make your weapon strikes undercut a creature's ability to withstand your spells. When you hit a creature with an attack using a weapon, that creature has Disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

LEVEL 15: ARCANE CHARGE

When you use your Action Surge, you can teleport up to 30 feet to an unoccupied space you can see. You can teleport before or after the additional action.

LEVEL 18: IMPROVED WAR MAGIC

When you take the Attack action on your turn, you can replace two of the attacks with a casting of one of your level 1 or level 2 Wizard spells that has a casting time of an action.

PSI WARRIOR

Augment Physical Might with Psionic Power

Psi Warriors awaken the power of their minds to augment their physical might. They harness this psionic power to infuse their weapon strikes, lash out with telekinetic energy, and create barriers of mental force.

LEVEL 3: PSIONIC POWER

You harbor a wellspring of psionic energy within yourself. It is represented by your Psionic Energy Dice, which fuel powers you have from this subclass. The Psi Warrior Energy Dice table shows the die size and number of these dice you have when you reach certain Fighter levels.

PSI WARRIOR ENERGY DICE

Fighter Level	Die Size	Number
3	D6	4
5	D8	6
9	D8	8
11	D10	8
13	D10	10
17	D12	12

Any features in this subclass that use a Psionic Energy Die use only the dice from this subclass. Some of your powers expend the Psionic Energy Die, as specified in a power's description, and you can't use a power if it requires you to use a die when all your Psionic Energy Dice are expended.

You regain one of your expended Psionic Energy Dice when you finish a Short Rest, and you regain all of them when you finish a Long Rest.

Protective Field. When you or another creature you can see within 30 feet of you takes damage, you can take a Reaction to expend one Psionic Energy Die, roll the die, and reduce the damage taken by the number rolled plus your Intelligence modifier (minimum reduction of 1), as you create a momentary shield of telekinetic force.

Psionic Strike. You can propel your weapons with psionic force. Once on each of your turns, immediately after you hit a target within 30 feet of yourself with an attack and deal damage to it with a weapon, you can expend one Psionic Energy Die, rolling it and dealing Force damage to the target equal to the number rolled plus your Intelligence modifier.

Telekinetic Movement. You can move an object or a creature with your mind. As a Magic action, choose one target you can see within 30 feet of yourself; the target must be a loose object that is Large or smaller or one willing creature other than you. You transport the target up to 30 feet to an unoccupied space you can see. Alternatively, if the target is a Tiny object, you can transport it to or from your hand.

Once you take this action, you can't do so again until you finish a Short or Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Level 7: Telekinetic Adept

You have mastered new ways to use your telekinetic abilities, detailed below.

Psi-Powered Leap. As a Bonus Action, you gain a Fly Speed equal to twice your Speed until the end of the current turn. Once you take this Bonus Action, you can't do so again until you finish a Short or Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

Telekinetic Thrust. When you deal damage to a target with your Psionic Strike, you can force the target to make a Strength saving throw (DC 8 plus your Intelligence modifier and Proficiency Bonus). On a failed save, you can give the target the Prone condition or transport it up to 10 feet horizontally.

Level 10: Guarded Mind

You have Resistance to Psychic damage. Moreover, if you start your turn with the Charmed or Frightened condition, you can expend a Psionic Energy Die (no action required) and end every effect on yourself giving you those conditions.

Level 15: Bulwark of Force

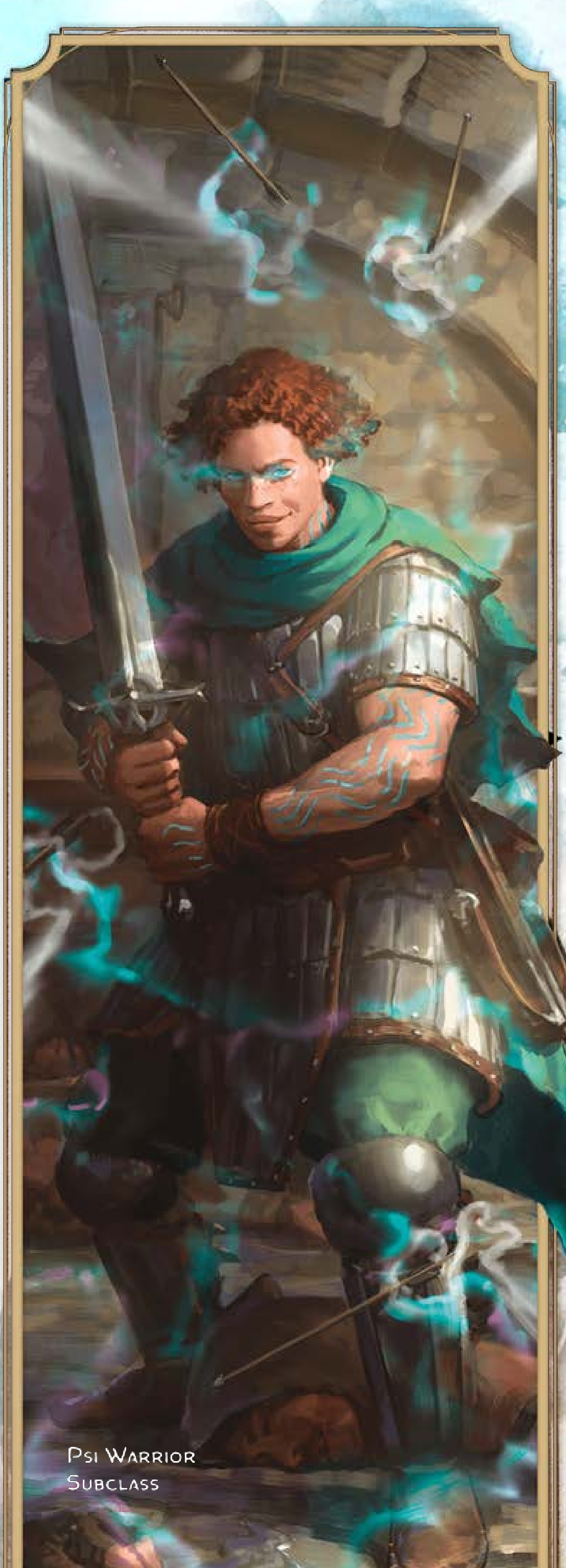
You can shield yourself and others with telekinetic force. As a Bonus Action, you can choose creatures, including yourself, within 30 feet of yourself, up to a number of creatures equal to your Intelligence modifier (minimum of one creature). Each of the chosen creatures has Half Cover for 1 minute or until you have the Incapacitated condition.

Once you use this feature, you can't do so again until you finish a Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

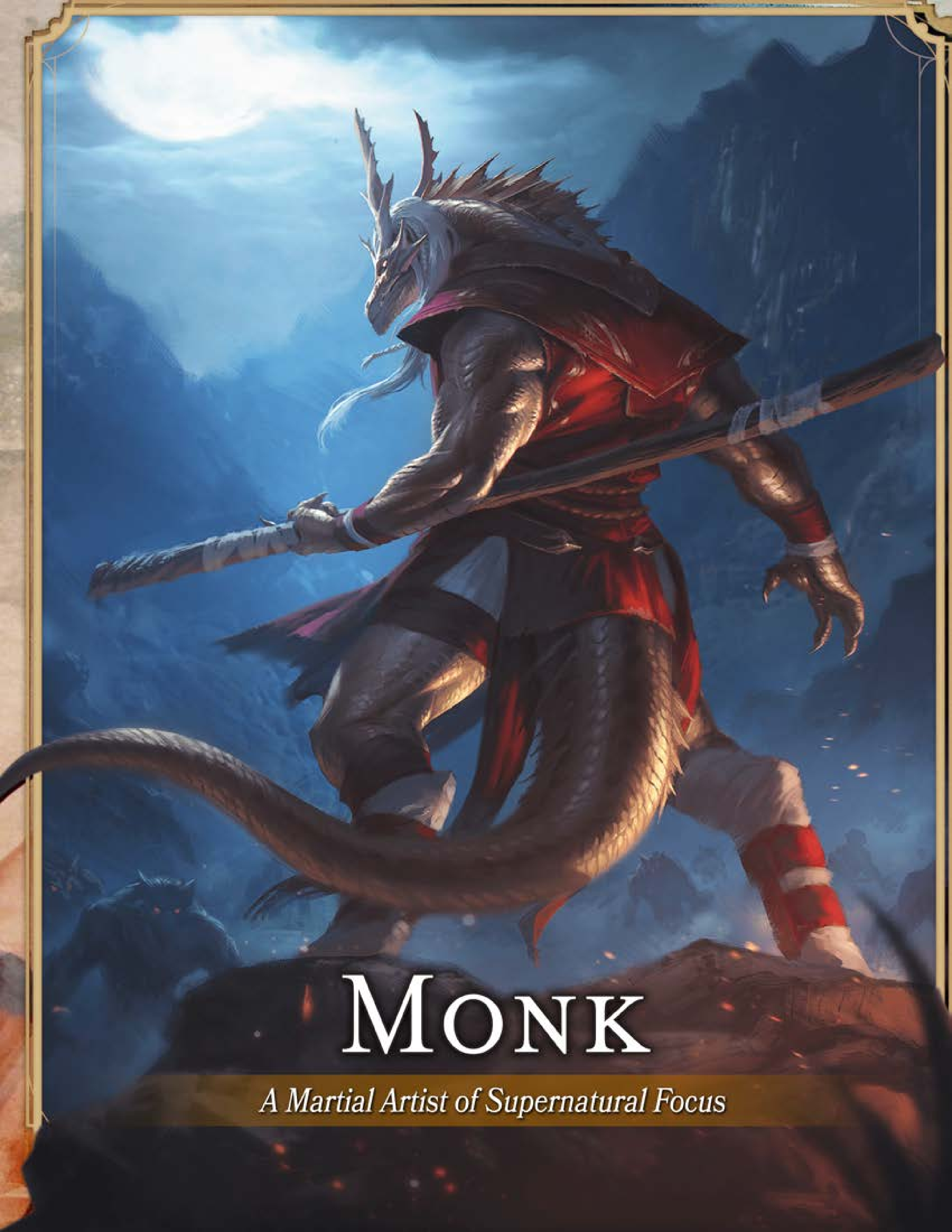
Level 18: Telekinetic Master

You always have the *Telekinesis* spell prepared. With this feature, you can cast it without a spell slot or components, and your spellcasting ability for it is Intelligence. On each of your turns while you maintain Concentration on it, including the turn when you cast it, you can make one attack with a weapon as a Bonus Action.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.



Psi Warrior
Subclass



MONK

A Martial Artist of Supernatural Focus

CORE MONK TRAITS

Primary Ability	Dexterity and Wisdom
Hit Point Die	D8 per Monk level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	*Choose 2:* Acrobatics, Athletics, History, Insight, Religion, or Stealth
Weapon Proficiencies	Simple weapons and Martial weapons that have the Light property
Tool Proficiencies	*Choose one type of Artisan's Tools or Musical Instrument* (see chapter 6)
Armor Training	None
Starting Equipment	*Choose A or B:* (A) Spear, 5 Daggers, Artisan's Tools or Musical Instrument chosen for the tool proficiency above, Explorer's Pack, and 11 GP; or (B) 50 GP

MONKS USE RIGOROUS COMBAT TRAINING and mental discipline to align themselves with the multiverse and focus their internal reservoirs of power. Different Monks conceptualize this power in various ways: as breath, energy, life force, essence, or self, for example. Whether channeled as a striking display of martial prowess or as a subtler manifestation of defense and speed, this power infuses all that a Monk does.

Monks focus their internal power to create extraordinary, even supernatural, effects. They channel uncanny speed and strength into their attacks, with or without the use of weapons. In a Monk's hands, even the most basic weapons can become sophisticated implements of combat mastery.

Many Monks find that a structured life of ascetic withdrawal helps them cultivate the physical and mental focus they need to harness their power. Other Monks believe that immersing themselves in the vibrant confusion of life helps to fuel their determination and discipline.

Monks generally view adventures as tests of their physical and mental development. They are driven by a desire to accomplish a greater mission than merely slaying monsters and plundering treasure; they strive to turn themselves into living weapons.

JOSHUA RAPHAEL

BECOMING A MONK ...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Monk Traits table.
- Gain the Monk's level 1 features, which are listed in the Monk Features table.

AS A MULTICLASS CHARACTER

- Gain the Hit Point Die trait from the Core Monk Traits table.
- Gain the Monk's level 1 features, which are listed in the Monk Features table.

MONK CLASS FEATURES

As a Monk, you gain the following class features when you reach the specified Monk levels. These features are listed in the Monk Features table.

LEVEL 1: MARTIAL ARTS

Your practice of martial arts gives you mastery of combat styles that use your Unarmed Strike and Monk weapons, which are the following:

- Simple Melee weapons
- Martial Melee weapons that have the Light property

You gain the following benefits while you are unarmed or wielding only Monk weapons and you aren't wearing armor or wielding a Shield.

Bonus Unarmed Strike. You can make an Unarmed Strike as a Bonus Action.

Martial Arts Die. You can roll 1d6 in place of the normal damage of your Unarmed Strike or Monk weapons. This die changes as you gain Monk levels, as shown in the Martial Arts column of the Monk Features table.

Dexterous Attacks. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes and Monk weapons. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use your Dexterity modifier instead of your Strength modifier to determine the save DC.

LEVEL 1: UNARMORED DEFENSE

While you aren't wearing armor or wielding a Shield, your base Armor Class equals 10 plus your Dexterity and Wisdom modifiers.

LEVEL 2: MONK'S FOCUS

Your focus and martial training allow you to harness a well of extraordinary energy within yourself. This energy is represented by Focus Points. Your Monk level determines the number of points you have, as shown in the Focus Points column of the Monk Features table.

Monk Features

Level	Proficiency Bonus	Class Features	Martial Arts	Focus Points	Unarmored Movement
1	+2	Martial Arts, Unarmored Defense	1d6	—	—
2	+2	Monk's Focus, Unarmored Movement, Uncanny Metabolism	1d6	2	+10 ft.
3	+2	Deflect Attacks, Monk Subclass	1d6	3	+10 ft.
4	+2	Ability Score Improvement, Slow Fall	1d6	4	+10 ft.
5	+3	Extra Attack, Stunning Strike	1d8	5	+10 ft.
6	+3	Empowered Strikes, Subclass feature	1d8	6	+15 ft.
7	+3	Evasion	1d8	7	+15 ft.
8	+3	Ability Score Improvement	1d8	8	+15 ft.
9	+4	Acrobatic Movement	1d8	9	+15 ft.
10	+4	Heightened Focus, Self-Restoration	1d8	10	+20 ft.
11	+4	Subclass feature	1d10	11	+20 ft.
12	+4	Ability Score Improvement	1d10	12	+20 ft.
13	+5	Deflect Energy	1d10	13	+20 ft.
14	+5	Disciplined Survivor	1d10	14	+25 ft.
15	+5	Perfect Focus	1d10	15	+25 ft.
16	+5	Ability Score Improvement	1d10	16	+25 ft.
17	+6	Subclass feature	1d12	17	+25 ft.
18	+6	Superior Defense	1d12	18	+30 ft.
19	+6	Epic Boon	1d12	19	+30 ft.
20	+6	Body and Mind	1d12	20	+30 ft.

You can expend these points to enhance or fuel certain Monk features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind, each of which is detailed below.

When you expend a Focus Point, it is unavailable until you finish a Short or Long Rest, at the end of which you regain all your expended points.

Some features that use Focus Points require your target to make a saving throw. The save DC equals 8 plus your Wisdom modifier and Proficiency Bonus.

Flurry of Blows. You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense. You can take the Disengage action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.

Step of the Wind. You can take the Dash action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

LEVEL 2: UNARMORED MOVEMENT

Your speed increases by 10 feet while you aren't wearing armor or wielding a Shield. This bonus increases when you reach certain Monk levels, as shown on the Monk Features table.

LEVEL 2: UNCANNY METABOLISM

When you roll Initiative, you can regain all expended Focus Points. When you do so, roll your Martial Arts die, and regain a number of Hit Points equal to your Monk level plus the number rolled.

Once you use this feature, you can't use it again until you finish a Long Rest.

LEVEL 3: DEFLECT ATTACKS

When an attack roll hits you and its damage includes Bludgeoning, Piercing, or Slashing damage, you can take a Reaction to reduce the attack's total damage against you. The reduction equals 1d10 plus your Dexterity modifier and Monk level.

If you reduce the damage to 0, you can expend 1 Focus Point to redirect some of the attack's force. If you do so, choose a creature you can see within 5 feet of yourself if the attack was a melee attack or a creature you can see within 60 feet of yourself that isn't behind Total Cover if the attack was a ranged attack. That creature must succeed on a Dexterity saving throw or take damage equal to two rolls of your Martial Arts die plus your Dexterity modifier. The damage is the same type dealt by the attack.

Level 3: Monk Subclass

You gain a Monk subclass of your choice. The Warrior of Mercy, Warrior of Shadow, Warrior of the Elements, and Warrior of the Open Hand subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Monk levels. For the rest of your career, you gain each of your subclass's features that are of your Monk level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Monk levels 8, 12, and 16.

Level 4: Slow Fall

You can take a Reaction when you fall to reduce any damage you take from the fall by an amount equal to five times your Monk level.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 5: Stunning Strike

Once per turn when you hit a creature with a Monk weapon or an Unarmed Strike, you can expend 1 Focus Point to attempt a stunning strike. The target must make a Constitution saving throw. On a failed save, the target has the Stunned condition until the start of your next turn. On a successful save, the target's Speed is halved until the start of your next turn, and the next attack roll made against the target before then has Advantage.

Level 6: Empowered Strikes

Whenever you deal damage with your Unarmed Strike, it can deal your choice of Force damage or its normal damage type.

Level 7: Evasion

When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

You don't benefit from this feature if you have the Incapacitated condition.

Level 9: Acrobatic Movement

While you aren't wearing armor or wielding a Shield, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the movement.

Level 10: Heightened Focus

Your Flurry of Blows, Patient Defense, and Step of the Wind gain the following benefits.

Flurry of Blows. You can expend 1 Focus Point to use Flurry of Blows and make three Unarmed Strikes with it instead of two.

Patient Defense. When you expend a Focus Point to use Patient Defense, you gain a number of Temporary Hit Points equal to two rolls of your Martial Arts die.

Step of the Wind. When you expend a Focus Point to use Step of the Wind, you can choose a willing creature within 5 feet of yourself that is Large or smaller. You move the creature with you until the end of your turn. The creature's movement doesn't provoke Opportunity Attacks.

Level 10: Self-Restoration

Through sheer force of will, you can remove one of the following conditions from yourself at the end of each of your turns: Charmed, Frightened, or Poisoned.

In addition, forgoing food and drink doesn't give you levels of Exhaustion.

Level 13: Deflect Energy

You can now use your Deflect Attacks feature against attacks that deal any damage type, not just Bludgeoning, Piercing, or Slashing.

Level 14: Disciplined Survivor

Your physical and mental discipline grant you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can expend 1 Focus Point to reroll it, and you must use the new roll.

Level 15: Perfect Focus

When you roll Initiative and don't use Uncanny Metabolism, you regain expended Focus Points until you have 4 if you have 3 or fewer.

Level 18: Superior Defense

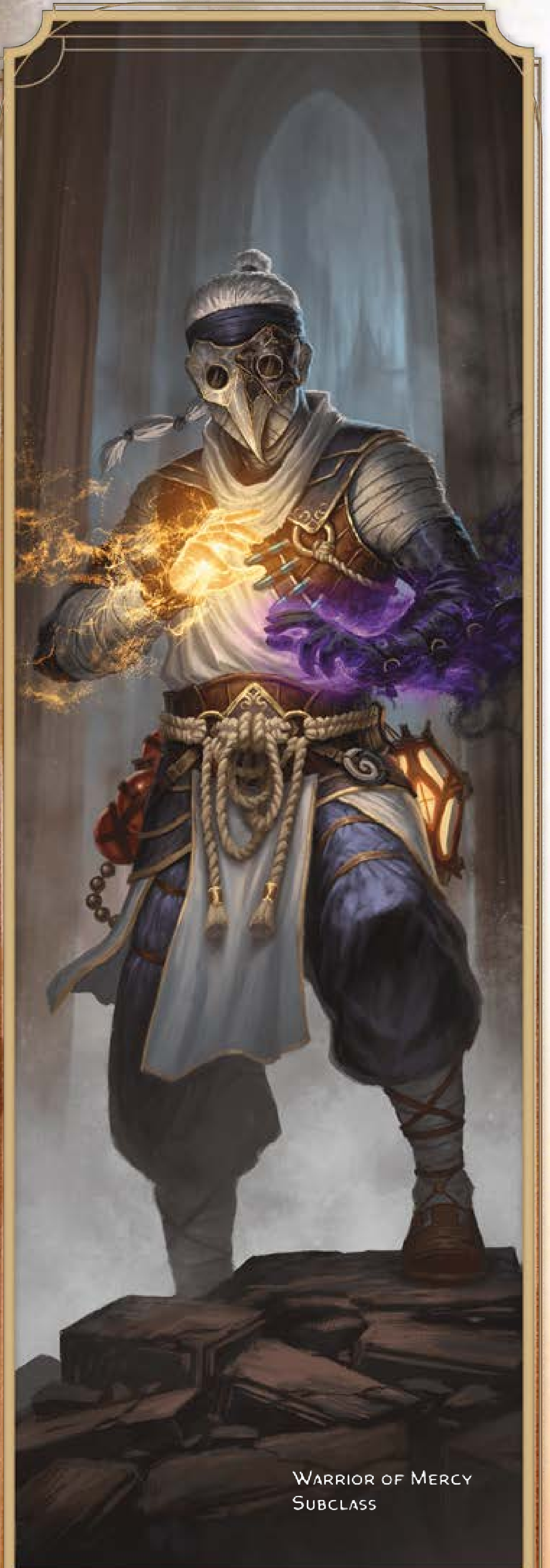
At the start of your turn, you can expend 3 Focus Points to bolster yourself against harm for 1 minute or until you have the Incapacitated condition. During that time, you have Resistance to all damage except Force damage.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Body and Mind

You have developed your body and mind to new heights. Your Dexterity and Wisdom scores increase by 4, to a maximum of 25.



Warrior of Mercy Subclass

Monk Subclasses

A Monk subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Warrior of Mercy, Warrior of Shadow, Warrior of the Elements, and Warrior of the Open Hand subclasses.

Warrior of Mercy

Manipulate Forces of Life and Death

Warriors of Mercy manipulate the life force of others. These Monks are wandering physicians, but they bring a swift end to their enemies. They often wear masks, presenting themselves as faceless bringers of life and death.

Level 3: Hand of Harm

Once per turn when you hit a creature with an Unarmed Strike and deal damage, you can expend 1 Focus Point to deal extra Necrotic damage equal to one roll of your Martial Arts die plus your Wisdom modifier.

Level 3: Hand of Healing

As a Magic action, you can expend 1 Focus Point to touch a creature and restore a number of Hit Points equal to a roll of your Martial Arts die plus your Wisdom modifier.

When you use your Flurry of Blows, you can replace one of the Unarmed Strikes with a use of this feature without expending a Focus Point for the healing.

Level 3: Implements of Mercy

You gain proficiency in the Insight and Medicine skills and proficiency with the Herbalism Kit.

Level 6: Physician's Touch

Your Hand of Harm and Hand of Healing improve, as detailed below.

Hand of Harm. When you use Hand of Harm on a creature, you can also give that creature the Poisoned condition until the end of your next turn.

Hand of Healing. When you use Hand of Healing, you can also end one of the following conditions on the creature you heal: Blinded, Deafened, Paralyzed, Poisoned, or Stunned.

Level 11: Flurry of Healing and Harm

When you use Flurry of Blows, you can replace each of the Unarmed Strikes with a use of Hand of Healing without expending Focus Points for the healing.

In addition, when you make an Unarmed Strike with Flurry of Blows and deal damage, you can use Hand of Harm with that strike without expending a Focus Point for Hand of Harm. You can still use Hand of Harm only once per turn.

Olivier Bernard

You can use these benefits a total number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 17: HAND OF ULTIMATE MERCY

Your mastery of life energy opens the door to the ultimate mercy. As a Magic action, you can touch the corpse of a creature that died within the past 24 hours and expend 5 Focus Points. The creature then returns to life with a number of Hit Points equal to 4d10 plus your Wisdom modifier. If the creature died with any of the following conditions, the creature revives with the conditions removed: Blinded, Deafened, Paralyzed, Poisoned, and Stunned.

Once you use this feature, you can't use it again until you finish a Long Rest.

WARRIOR OF SHADOW

Harness Shadow Power for Stealth and Subterfuge

Warriors of Shadow practice stealth and subterfuge, harnessing the power of the Shadowfell. They are at home in darkness, able to draw gloom around themselves to hide, leap from shadow to shadow, and take on a wraithlike form.

LEVEL 3: SHADOW ARTS

You have learned to draw on the power of the Shadowfell, gaining the following benefits.

Darkness. You can expend 1 Focus Point to cast the *Darkness* spell without spell components. You can see within the spell's area when you cast it with this feature. While the spell persists, you can move its area of Darkness to a space within 60 feet of yourself at the start of each of your turns.

Darkvision. You gain Darkvision with a range of 60 feet. If you already have Darkvision, its range increases by 60 feet.

Shadowy Figments. You know the *Minor Illusion* spell. Wisdom is your spellcasting ability for it.

LEVEL 6: SHADOW STEP

While entirely within Dim Light or Darkness, you can use a Bonus Action to teleport up to 60 feet to an unoccupied space you can see that is also in Dim Light or Darkness. You then have Advantage on the next melee attack you make before the end of the current turn.

LEVEL 11: IMPROVED SHADOW STEP

You can draw on your Shadowfell connection to empower your teleportation. When you use your Shadow Step, you can expend 1 Focus Point to remove the requirement that you must start and end in Dim Light or Darkness for that use of the feature. As part of this Bonus Action, you can make an Unarmed Strike immediately after you teleport.

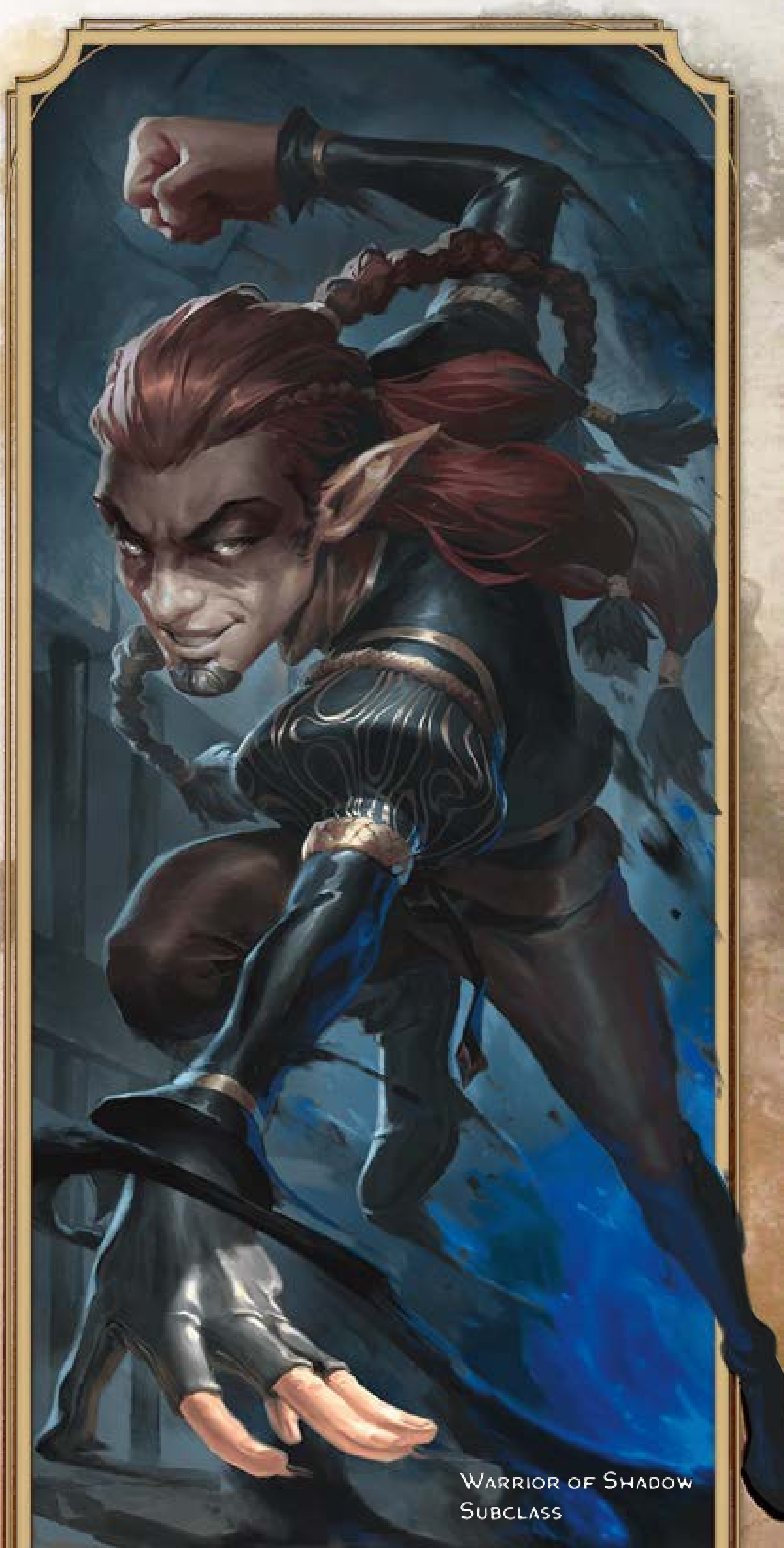
LEVEL 17: CLOAK OF SHADOWS

As a Magic action while entirely within Dim Light or Darkness, you can expend 3 Focus Points to shroud yourself with shadows for 1 minute, until you have the Incapacitated condition, or until you end your turn in Bright Light. While shrouded by these shadows, you gain the following benefits.

Invisibility. You have the Invisible condition.

Partially Incorporeal. You can move through occupied spaces as if they were Difficult Terrain. If you end your turn in such a space, you are shunted to the last unoccupied space you were in.

Shadow Flurry. You can use your Flurry of Blows without expending any Focus Points.



WARRIOR OF SHADOW SUBCLASS

WARRIOR OF THE ELEMENTS SUBCLASS

WARRIOR OF THE ELEMENTS

Wield Strikes and Bursts of Elemental Power

Warriors of the Elements tap into the power of the Elemental Planes. Harnessing their supernatural focus, these Monks momentarily tame the energy of the Elemental Chaos to empower themselves in and out of battle.

LEVEL 3: ELEMENTAL ATTUNEMENT

At the start of your turn, you can expend 1 Focus Point to imbue yourself with elemental energy. The energy lasts for 10 minutes or until you have the Incapacitated condition. You gain the following benefits while this feature is active.

Reach. When you make an Unarmed Strike, your reach is 10 feet greater than normal, as elemental energy extends from you.

Elemental Strikes. Whenever you hit with your Unarmed Strike, you can cause it to deal your choice of Acid, Cold, Fire, Lightning, or Thunder damage rather than its normal damage type. When you deal one of these types with it, you can also force the target to make a Strength saving throw. On a failed save, you can move the target up to 10 feet toward or away from you, as elemental energy swirls around it.

LEVEL 3: MANIPULATE ELEMENTS

You know the *Elementalism* spell. Wisdom is your spellcasting ability for it.

LEVEL 6: ELEMENTAL BURST

As a Magic action, you can expend 2 Focus Points to cause elemental energy to burst in a 20-foot-radius Sphere centered on a point within 120 feet of yourself. Choose a damage type: Acid, Cold, Fire, Lightning, or Thunder.

Each creature in the Sphere must make a Dexterity saving throw. On a failed save, a creature takes damage of the chosen type equal to three rolls of your Martial Arts die. On a successful save, a creature takes half as much damage.

LEVEL 11: STRIDE OF THE ELEMENTS

While your Elemental Attunement is active, you also have a Fly Speed and a Swim Speed equal to your Speed.

LEVEL 17: ELEMENTAL EPITOME

While your Elemental Attunement is active, you also gain the following benefits.

Damage Resistance. You gain Resistance to one of the following damage types of your choice: Acid, Cold, Fire, Lightning, or Thunder. At the start of each of your turns, you can change this choice.

Destructive Stride. When you use your Step of the Wind, your Speed increases by 20 feet until the end

KATERINA LADON

of the turn. For that duration, any creature of your choice takes damage equal to one roll of your Martial Arts die when you enter a space within 5 feet of it. The damage type is your choice of Acid, Cold, Fire, Lightning, or Thunder. A creature can take this damage only once per turn.

Empowered Strikes. Once on each of your turns, you can deal extra damage to a target equal to one roll of your Martial Arts die when you hit it with an Unarmed Strike. The extra damage is the same type dealt by that strike.

WARRIOR OF THE OPEN HAND

Master Unarmed Combat Techniques

Warriors of the Open Hand are masters of unarmed combat. They learn techniques to push and trip their opponents and manipulate their own energy to protect themselves from harm.

LEVEL 3: OPEN HAND TECHNIQUE

Whenever you hit a creature with an attack granted by your Flurry of Blows, you can impose one of the following effects on that target.

Addle. The target can't make Opportunity Attacks until the start of its next turn.

Push. The target must succeed on a Strength saving throw or be pushed up to 15 feet away from you.

Topple. The target must succeed on a Dexterity saving throw or have the Prone condition.

LEVEL 6: WHOLENESS OF BODY

You gain the ability to heal yourself. As a Bonus Action, you can roll your Martial Arts die. You regain a number of Hit Points equal to the number rolled plus your Wisdom modifier (minimum of 1 Hit Point regained).

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

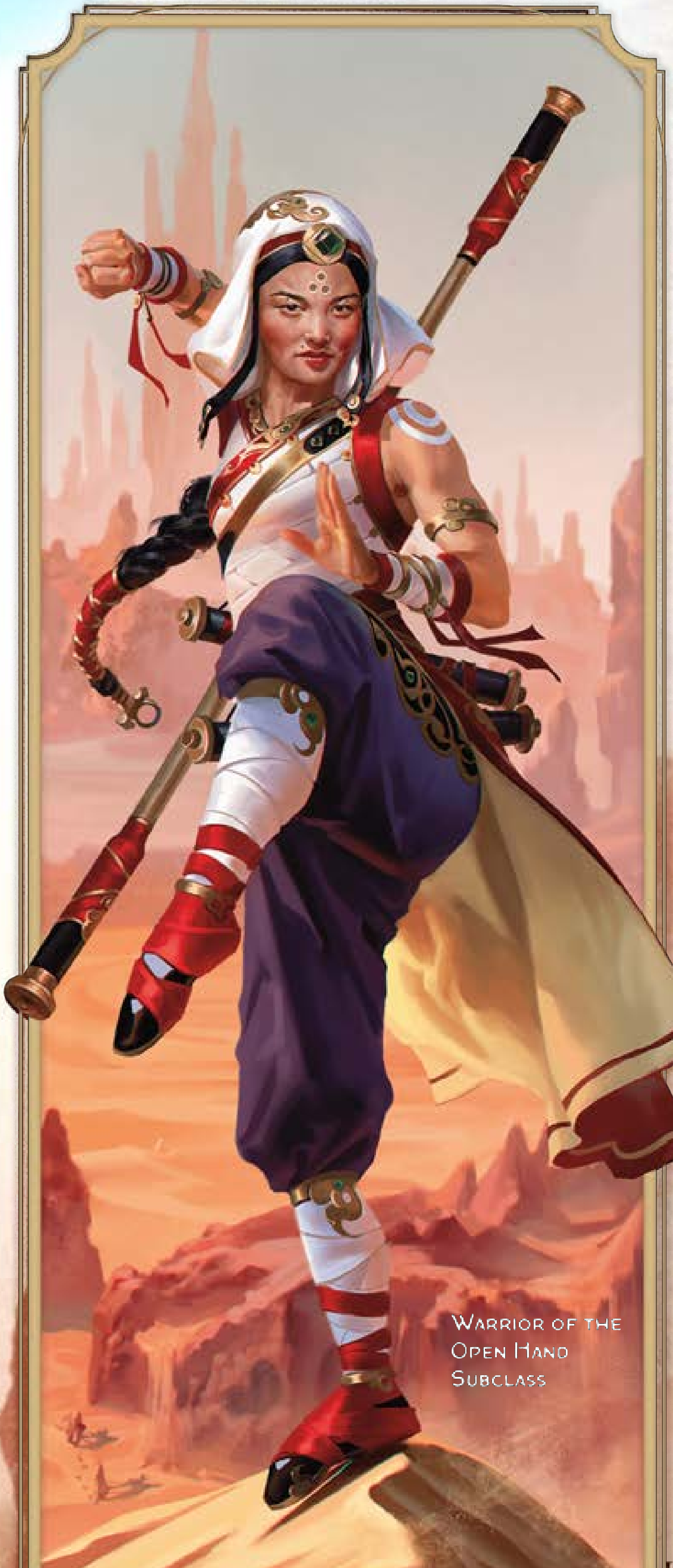
LEVEL 11: FLEET STEP

When you take a Bonus Action other than Step of the Wind, you can also use Step of the Wind immediately after that Bonus Action.

LEVEL 17: QUIVERING PALM

You gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an Unarmed Strike, you can expend 4 Focus Points to start these imperceptible vibrations, which last for a number of days equal to your Monk level. The vibrations are harmless unless you take an action to end them. Alternatively, when you take the Attack action on your turn, you can forgo one of the attacks to end the vibrations. To end them, you and the target must be on the same plane of existence. When you end them, the target must make a Constitution saving throw, taking 10d12 Force damage on a failed save or half as much damage on a successful one.

You can have only one creature under the effect of this feature at a time. You can end the vibrations harmlessly (no action required).



WARRIOR OF THE OPEN HAND SUBCLASS

PALADIN

A Devout Warrior of Sacred Oaths

Core Paladin Traits

Primary Ability	Strength and Charisma
Hit Point Die	D10 per Paladin level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	*Choose 2:* Athletics, Insight, Intimidation, Medicine, Persuasion, or Religion
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	*Choose A or B:* (A) Chain Mail, Shield, Longsword, 6 Javelins, Holy Symbol, Priest's Pack, and 9 GP; or (B) 150 GP

PALADINS ARE UNITED BY THEIR OATHS TO stand against the forces of annihilation and corruption. Whether sworn before a god's altar, in a sacred glade before nature spirits, or in a moment of desperation and grief with the dead as the only witnesses, a Paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

Paladins train to learn the skills of combat, mastering a variety of weapons and armor. Even so, their martial skills are secondary to the magical power they wield: power to heal the injured, smite their foes, and protect the helpless and those who fight at their side.

Almost by definition, the life of a Paladin is an adventuring life, for every Paladin lives on the front lines of the cosmic struggle against annihilation. Fighters are rare enough among the ranks of a world's armies, but even fewer people can claim the calling of a Paladin. When they do receive the call, these blessed folk turn from their former occupations and take up arms and magic.

Becoming a Paladin ...

As a Level 1 Character

- Gain all the traits in the Core Paladin Traits table.
- Gain the Paladin's level 1 features, which are listed in the Paladin Features table.

As a Multiclass Character

- Gain the following traits from the Core Paladin Traits table: Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Paladin's level 1 features, which are listed in the Paladin Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

Paladin Class Features

As a Paladin, you gain the following class features when you reach the specified Paladin levels. These features are listed in the Paladin Features table.

Level 1: Lay On Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total number of Hit Points equal to five times your Paladin level.

As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool.

You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature.

Level 1: Spellcasting

You have learned to cast spells through prayer and meditation. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Paladin spells, which appear in the Paladin spell list later in the class's description.

Spell Slots. The Paladin Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Paladin spells. *Heroism* and *Searing Smite* are recommended.

The number of spells on your list increases as you gain Paladin levels, as shown in the Prepared Spells column of the Paladin Features table. Whenever that number increases, choose additional Paladin spells until the number of spells on your list matches the number in the Paladin Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Paladin, your list of prepared spells can include six Paladin spells of level 1 or 2 in any combination.

If another Paladin feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Paladin spells for you.

MICHAEL BROUSSARD

PALADIN FEATURES

Level	Proficiency Bonus	Class Features	Channel Divinity	Prepared Spells	—Spell Slots per Spell Level—				
					1	2	3	4	5
1	+2	Lay On Hands, Spellcasting, Weapon Mastery	—	2	2	—	—	—	—
2	+2	Fighting Style, Paladin's Smite	—	3	2	—	—	—	—
3	+2	Channel Divinity, Paladin Subclass	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	2	5	3	—	—	—	—
5	+3	Extra Attack, Faithful Steed	2	6	4	2	—	—	—
6	+3	Aura of Protection	2	6	4	2	—	—	—
7	+3	Subclass feature	2	7	4	3	—	—	—
8	+3	Ability Score Improvement	2	7	4	3	—	—	—
9	+4	Abjure Foes	2	9	4	3	2	—	—
10	+4	Aura of Courage	2	9	4	3	2	—	—
11	+4	Radiant Strikes	3	10	4	3	3	—	—
12	+4	Ability Score Improvement	3	10	4	3	3	—	—
13	+5	—	3	11	4	3	3	1	—
14	+5	Restoring Touch	3	11	4	3	3	1	—
15	+5	Subclass feature	3	12	4	3	3	2	—
16	+5	Ability Score Improvement	3	12	4	3	3	2	—
17	+6	—	3	14	4	3	3	3	1
18	+6	Aura Expansion	3	14	4	3	3	3	1
19	+6	Epic Boon	3	15	4	3	3	3	2
20	+6	Subclass feature	3	15	4	3	3	3	2

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can replace one spell on your list with another Paladin spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Paladin spells.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Paladin spells.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longswords and Javelins.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Halberds and Flails.

LEVEL 2: FIGHTING STYLE

You gain a Fighting Style feat of your choice (see chapter 5 for feats). Instead of choosing one of those feats, you can choose the option below.

Blessed Warrior. You learn two Cleric cantrips of your choice (see the Cleric class's section for a list of Cleric spells). *Guidance* and *Sacred Flame* are recommended. The chosen cantrips count as Paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a Paladin level, you can replace one of these cantrips with another Cleric cantrip.

LEVEL 2: PALADIN'S SMITE

You always have the *Divine Smite* spell prepared. In addition, you can cast it without expending a spell slot, but you must finish a Long Rest before you can cast it in this way again.

LEVEL 3: CHANNEL DIVINITY

You can channel divine energy directly from the Outer Planes, using it to fuel magical effects. You start with one such effect: Divine Sense, which is described below. Other Paladin features give additional Channel Divinity effect options. Each time you use this class's Channel Divinity, you choose which effect from this class to create.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain an additional use when you reach Paladin level 11.

If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Divine Sense. As a Bonus Action, you can open your awareness to detect Celestials, Fiends, and Undead. For the next 10 minutes or until you have the Incapacitated condition, you know the location of any creature of those types within 60 feet of yourself, and you know its creature type. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *Hallow* spell.

Level 3: Paladin Subclass

You gain a Paladin subclass of your choice. The Oath of Devotion, Oath of Glory, Oath of the Ancients, and Oath of Vengeance subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Paladin levels. For the rest of your career, you gain each of your subclass's features that are of your Paladin level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Paladin levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 5: Faithful Steed

You can call on the aid of an otherworldly steed. You always have the *Find Steed* spell prepared.

You can also cast the spell once without expending a spell slot, and you regain the ability to do so when you finish a Long Rest.

Level 6: Aura of Protection

You radiate a protective, unseeable aura in a 10-foot Emanation that originates from you. The aura is inactive while you have the Incapacitated condition.

You and your allies in the aura gain a bonus to saving throws equal to your Charisma modifier (minimum bonus of +1).

If another Paladin is present, a creature can benefit from only one Aura of Protection at a time; the creature chooses which aura while in them.

Level 9: Abjure Foes

As a Magic action, you can expend one use of this class's Channel Divinity to overwhelm foes with awe. As you present your Holy Symbol or weapon, you can target a number of creatures equal to your Charisma modifier (minimum of one creature) that you can see within 60 feet of yourself. Each target must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute or until it takes any damage. While Frightened in this way, a target can do only one of the following on its turns: move, take an action, or take a Bonus Action.

Breaking Your Oath

A Paladin tries to hold to the highest standards of conduct, but even the most dedicated are fallible. Sometimes a Paladin transgresses their oath.

A Paladin who has broken a vow typically seeks absolution, spending an all-night vigil as a sign of penitence or undertaking a fast. After a rite of forgiveness, the Paladin starts fresh.

If your Paladin unrepentantly violates their oath, talk to your DM. Your Paladin should probably take a more appropriate subclass or even abandon the class and adopt another one.

Level 10: Aura of Courage

You and your allies have Immunity to the Frightened condition while in your Aura of Protection. If a Frightened ally enters the aura, that condition has no effect on that ally while there.

Level 11: Radiant Strikes

Your strikes now carry supernatural power. When you hit a target with an attack roll using a Melee weapon or an Unarmed Strike, the target takes an extra 1d8 Radiant damage.

Level 14: Restoring Touch

When you use Lay On Hands on a creature, you can also remove one or more of the following conditions from the creature: Blinded, Charmed, Deafened, Frightened, Paralyzed, or Stunned. You must expend 5 Hit Points from the healing pool of Lay On Hands for each of these conditions you remove; those points don't also restore Hit Points to the creature.

Level 18: Aura Expansion

Your Aura of Protection is now a 30-foot Emanation.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Truesight is recommended.

PALADIN SPELL LIST

This section presents the Paladin spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

LEVEL 1 PALADIN SPELLS

Spell	School	Special
Bless	Enchantment	C, M
Command	Enchantment	—
Compelled Duel	Enchantment	C
Cure Wounds	Abjuration	—
Detect Evil and Good	Divination	C
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R
Divine Favor	Transmutation	—
Divine Smite	Evocation	—
Heroism	Enchantment	C
Protection from Evil and Good	Abjuration	C, M
Purify Food and Drink	Transmutation	R
Searing Smite	Evocation	—
Shield of Faith	Abjuration	C
Thunderous Smite	Evocation	—
Wrathful Smite	Necromancy	—

LEVEL 2 PALADIN SPELLS

Spell	School	Special
Aid	Abjuration	—
Find Steed	Conjuration	—
Gentle Repose	Necromancy	R, M
Lesser Restoration	Abjuration	—
Locate Object	Divination	C
Magic Weapon	Transmutation	—
Prayer of Healing	Abjuration	—
Protection from Poison	Abjuration	—
Shining Smite	Transmutation	C
Warding Bond	Abjuration	M
Zone of Truth	Enchantment	—

LEVEL 3 PALADIN SPELLS

A PALADIN'S DEDICATION TO HER CAUSE MANIFESTS AS MAGICAL MIGHT

Spell	School	Special
Aura of Vitality	Abjuration	C
Blinding Smite	Evocation	—
Create Food and Water	Conjuration	—
Crusader's Mantle	Transmutation	C
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Elemental Weapon	Transmutation	C
Magic Circle	Abjuration	M
Remove Curse	Abjuration	—
Revivify	Necromancy	M

LEVEL 4 PALADIN SPELLS

Spell	School	Special
Aura of Life	Abjuration	C
Aura of Purity	Abjuration	C
Banishment	Abjuration	C
Death Ward	Abjuration	—
Locate Creature	Divination	C
Staggering Smite	Enchantment	—

LEVEL 5 PALADIN SPELLS

Spell	School	Special
Banishing Smite	Conjuration	C
Circle of Power	Abjuration	C
Destructive Wave	Evocation	—
Dispel Evil and Good	Abjuration	C
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Raise Dead	Necromancy	M
Summon Celestial	Conjuration	C, M

PALADIN SUBCLASSES

A Paladin subclass is a specialization that grants you features at certain Paladin levels, as specified in the subclass. This section presents the Oath of Devotion, Oath of Glory, Oath of the Ancients, and Oath of Vengeance subclasses.

Each of these subclasses represents a body of oaths that a Paladin begins taking upon joining the class. The final oath, taken at level 3, is the culmination of a Paladin's training. Some characters with this class don't consider themselves true Paladins until they've reached level 3 and made this oath. For others, the swearing of the oath is a formality, an official stamp on what was already in their hearts.

OATH OF DEVOTION

Uphold the Ideals of Justice and Order

The Oath of Devotion binds Paladins to the ideals of justice and order. These Paladins meet the archetype of the knight in shining armor. They hold themselves to the highest standards of conduct, and some—for better or worse—hold the rest of the world to the same standards.

Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of personal devotion. Others hold angels as their ideals and incorporate images of angelic wings into their helmets or coats of arms.

These paladins share the following tenets:

- Let your word be your promise.
- Protect the weak and never fear to act.
- Let your honorable deeds be an example.

LEVEL 3: OATH OF DEVOTION SPELLS

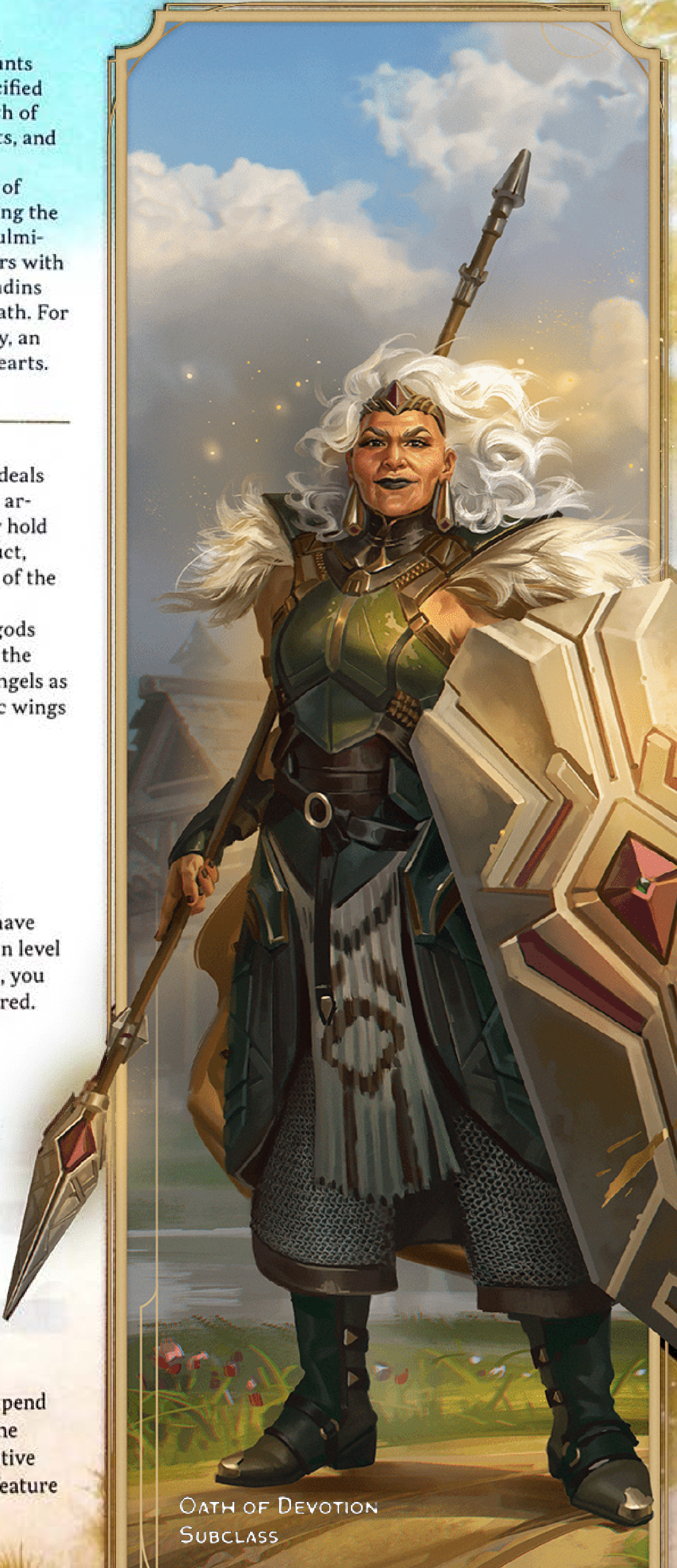
The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Devotion Spells table, you thereafter always have the listed spells prepared.

OATH OF DEVOTION SPELLS

Paladin Level	Spells
3	*Protection from Evil and Good, Shield of Faith*
5	*Aid, Zone of Truth*
9	*Beacon of Hope, Dispel Magic*
13	*Freedom of Movement, Guardian of Faith*
17	*Commune, Flame Strike*

LEVEL 3: SACRED WEAPON

When you take the Attack action, you can expend one use of your Channel Divinity to imbue one Melee weapon that you are holding with positive energy. For 10 minutes or until you use this feature



OATH OF DEVOTION SUBCLASS

again, you add your Charisma modifier to attack rolls you make with that weapon (minimum bonus of +1), and each time you hit with it, you cause it to deal its normal damage type or Radiant damage.

The weapon also emits Bright Light in a 20-foot radius and Dim Light 20 feet beyond that.

You can end this effect early (no action required). This effect also ends if you aren't carrying the weapon.

LEVEL 7: AURA OF DEVOTION

You and your allies have Immunity to the Charmed condition while in your Aura of Protection. If a Charmed ally enters the aura, that condition has no effect on that ally while there.

LEVEL 15: SMITE OF PROTECTION

Your magical smite now radiates protective energy. Whenever you cast *Divine Smite*, you and your allies have Half Cover while in your Aura of Protection. The aura has this benefit until the start of your next turn.

LEVEL 20: HOLY NIMBUS

As a Bonus Action, you can imbue your Aura of Protection with holy power, granting the benefits below for 10 minutes or until you end them (no action required). Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Holy Ward. You have Advantage on any saving throw you are forced to make by a Fiend or an Undead.

Radiant Damage. Whenever an enemy starts its turn in the aura, that creature takes Radiant damage equal to your Charisma modifier plus your Proficiency Bonus.

Sunlight. The aura is filled with Bright Light that is sunlight.

OATH OF GLORY

Strive for the Heights of Heroism

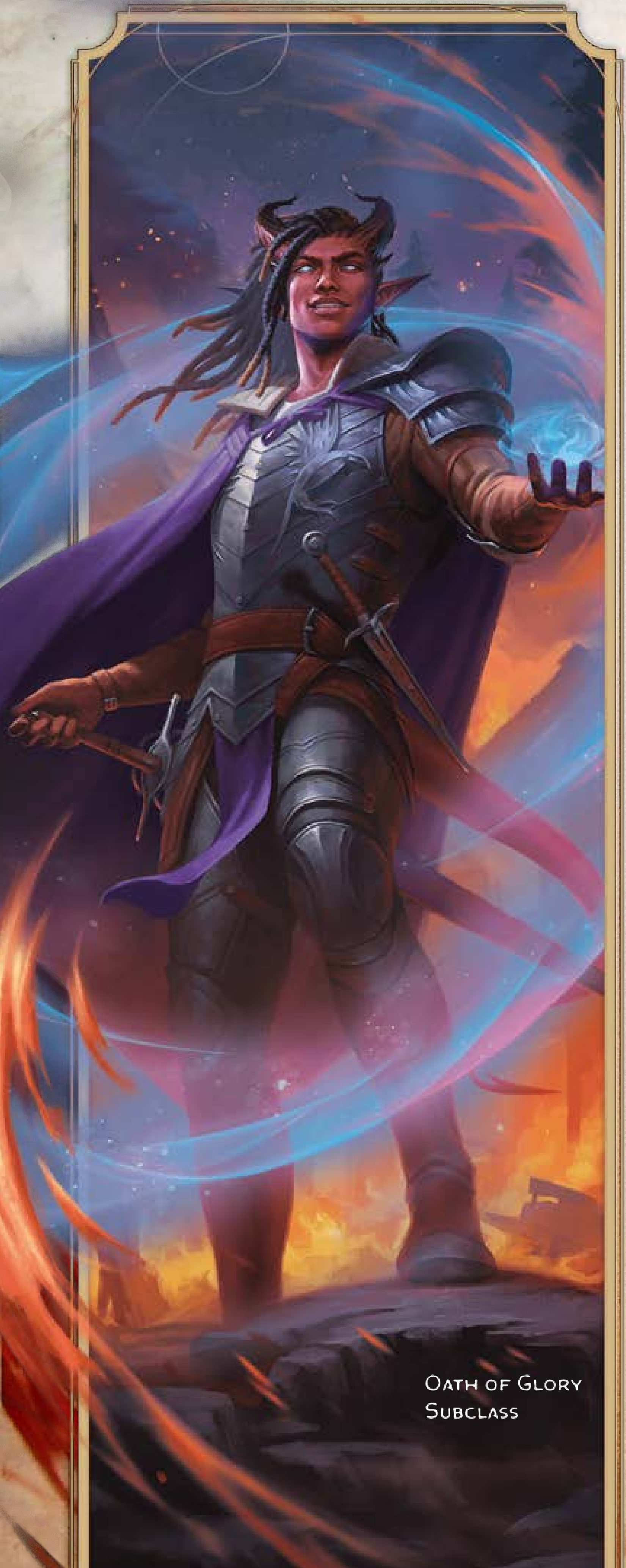
Paladins who take the Oath of Glory believe they and their companions are destined to achieve glory through deeds of heroism. They train diligently and encourage their companions, so they're all ready when destiny calls.

These paladins share the following tenets:

- Endeavor to be known by your deeds.
- Face hardships with courage.
- Inspire others to strive for glory.

LEVEL 3: INSPIRING SMITE

Immediately after you cast *Divine Smite*, you can expend one use of your Channel Divinity and



OATH OF GLORY SUBCLASS

POLAR ENGINE

distribute Temporary Hit Points to creatures of your choice within 30 feet of yourself, which can include you. The total number of Temporary Hit Points equals 2d8 plus your Paladin level, divided among the chosen creatures however you like.

LEVEL 3: OATH OF GLORY SPELLS

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Glory Spells table, you thereafter always have the listed spells prepared.

OATH OF GLORY SPELLS

Paladin Level	Spells
3	*Guiding Bolt, Heroism*
5	*Enhance Ability, Magic Weapon*
9	*Haste, Protection from Energy*
13	*Compulsion, Freedom of Movement*
17	*Legend Lore, Yolande's Regal Presence*

LEVEL 3: PEERLESS ATHLETE

As a Bonus Action, you can expend one use of your Channel Divinity to augment your athleticism. For 1 hour, you have Advantage on Strength (Athletics) and Dexterity (Acrobatics) checks, and the distance of your Long and High Jumps increases by 10 feet (this extra distance costs movement as normal).

LEVEL 7: AURA OF ALACRITY

Your Speed increases by 10 feet.

In addition, whenever an ally enters your Aura of Protection for the first time on a turn or starts their turn there, the ally's Speed increases by 10 feet until the end of their next turn.

LEVEL 15: GLORIOUS DEFENSE

You can turn defense into a sudden strike. When you or another creature you can see within 10 feet of you is hit by an attack roll, you can take a Reaction to grant a bonus to the target's AC against that attack, potentially causing it to miss. The bonus equals your Charisma modifier (minimum of +1). If the attack misses, you can make one attack with a weapon against the attacker as part of this Reaction if the attacker is within your weapon's range.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 20: LIVING LEGEND

You can empower yourself with the legends—whether true or exaggerated—of your great deeds. As a Bonus Action, you gain the benefits below for 10 minutes. Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Charismatic. You are blessed with an otherworldly presence and have Advantage on all Charisma checks.

Saving Throw Reroll. If you fail a saving throw, you can take a Reaction to reroll it. You must use this new roll.

Unerring Strike. Once on each of your turns when you make an attack roll with a weapon and miss, you can cause that attack to hit instead.

OATH OF THE ANCIENTS

Preserve Life and Light in the World

The Oath of the Ancients is as old as the first elves. Paladins who swear this oath cherish the light; they love the beautiful and life-giving things of the world more than any principles of honor, courage, and justice. They often adorn their armor and clothing with images of growing things—leaves, antlers, or flowers—to reflect their commitment to preserving life and light.

These paladins share the following tenets:

- Kindle the light of hope.
- Shelter life.
- Delight in art and laughter.

LEVEL 3: NATURE'S WRATH

As a Magic action, you can expend one use of your Channel Divinity to conjure spectral vines around nearby creatures. Each creature of your choice that you can see within 15 feet of yourself must succeed on a Strength saving throw or have the Restrained condition for 1 minute. A Restrained creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

LEVEL 3: OATH OF THE ANCIENTS SPELLS

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of the Ancients Spells table, you thereafter always have the listed spells prepared.

OATH OF THE ANCIENTS SPELLS

Paladin Level	Spells
3	*Ensnaring Strike, Speak with Animals*
5	*Misty Step, Moonbeam*
9	*Plant Growth, Protection from Energy*
13	*Ice Storm, Stoneskin*
17	*Commune with Nature, Tree Stride*

Oath of the Ancients Subclass

POLAR ENGINE

Level 7: Aura of Warding

Ancient magic lies so heavily upon you that it forms an eldritch ward, blunting energy from beyond the Material Plane; you and your allies have Resistance to Necrotic, Psychic, and Radiant damage while in your Aura of Protection.

Level 15: Undying Sentinel

When you are reduced to 0 Hit Points and not killed outright, you can drop to 1 Hit Point instead, and you regain a number of Hit Points equal to three times your Paladin level. Once you use this feature, you can't do so again until you finish a Long Rest.

Additionally, you can't be aged magically, and you cease visibly aging.

Level 20: Elder Champion

As a Bonus Action, you can imbue your Aura of Protection with primal power, granting the benefits below for 1 minute or until you end them (no action required). Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Diminish Defiance. Enemies in the aura have Disadvantage on saving throws against your spells and Channel Divinity options.

Regeneration. At the start of each of your turns, you regain 10 Hit Points.

Swift Spells. Whenever you cast a spell that has a casting time of an action, you can cast it using a Bonus Action instead.

Oath of Vengeance

Punish Evildoers at Any Cost

The Oath of Vengeance is a solemn commitment to punish those who have committed grievously evil acts. When evil armies slaughter helpless villagers, when a tyrant defies the will of the gods, when a thieves' guild grows too violent, when a dragon rampages through the countryside—at times like these, paladins arise and swear an Oath of Vengeance to set right what has gone wrong.

These paladins share the following tenets:

- Show the wicked no mercy.
- Fight injustice and its causes.
- Aid those harmed by injustice.

Level 3: Oath of Vengeance Spells

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Vengeance Spells table, you thereafter always have the listed spells prepared.

OATH OF VENGEANCE SPELLS

Paladin Level	Spells
3	*Bane, Hunter's Mark*
5	*Hold Person, Misty Step*
9	*Haste, Protection from Energy*
13	*Banishment, Dimension Door*
17	*Hold Monster, Scrying*

LEVEL 3: VOW OF ENMITY

When you take the Attack action, you can expend one use of your Channel Divinity to utter a vow of enmity against a creature you can see within 30 feet of yourself. You have Advantage on attack rolls against the creature for 1 minute or until you use this feature again.

If the creature drops to 0 Hit Points before the vow ends, you can transfer the vow to a different creature within 30 feet of yourself (no action required).

LEVEL 7: RELENTLESS AVENGER

Your supernatural focus helps you close off a foe's retreat. When you hit a creature with an Opportunity Attack, you can reduce the creature's Speed to 0 until the end of the current turn. You can then move up to half your Speed as part of the same Reaction. This movement doesn't provoke Opportunity Attacks.

LEVEL 15: SOUL OF VENGEANCE

Immediately after a creature under the effect of your Vow of Enmity hits or misses with an attack roll, you can take a Reaction to make a melee attack against that creature if it's within range.

LEVEL 20: AVENGING ANGEL

As a Bonus Action, you gain the benefits below for 10 minutes or until you end them (no action required). Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Flight. You sprout spectral wings on your back, have a Fly Speed of 60 feet, and can hover.

Frightful Aura. Whenever an enemy starts its turn in your Aura of Protection, that creature must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute or until it takes any damage. Attack rolls against the Frightened creature have Advantage.

OATH OF VENGEANCE SUBCLASS

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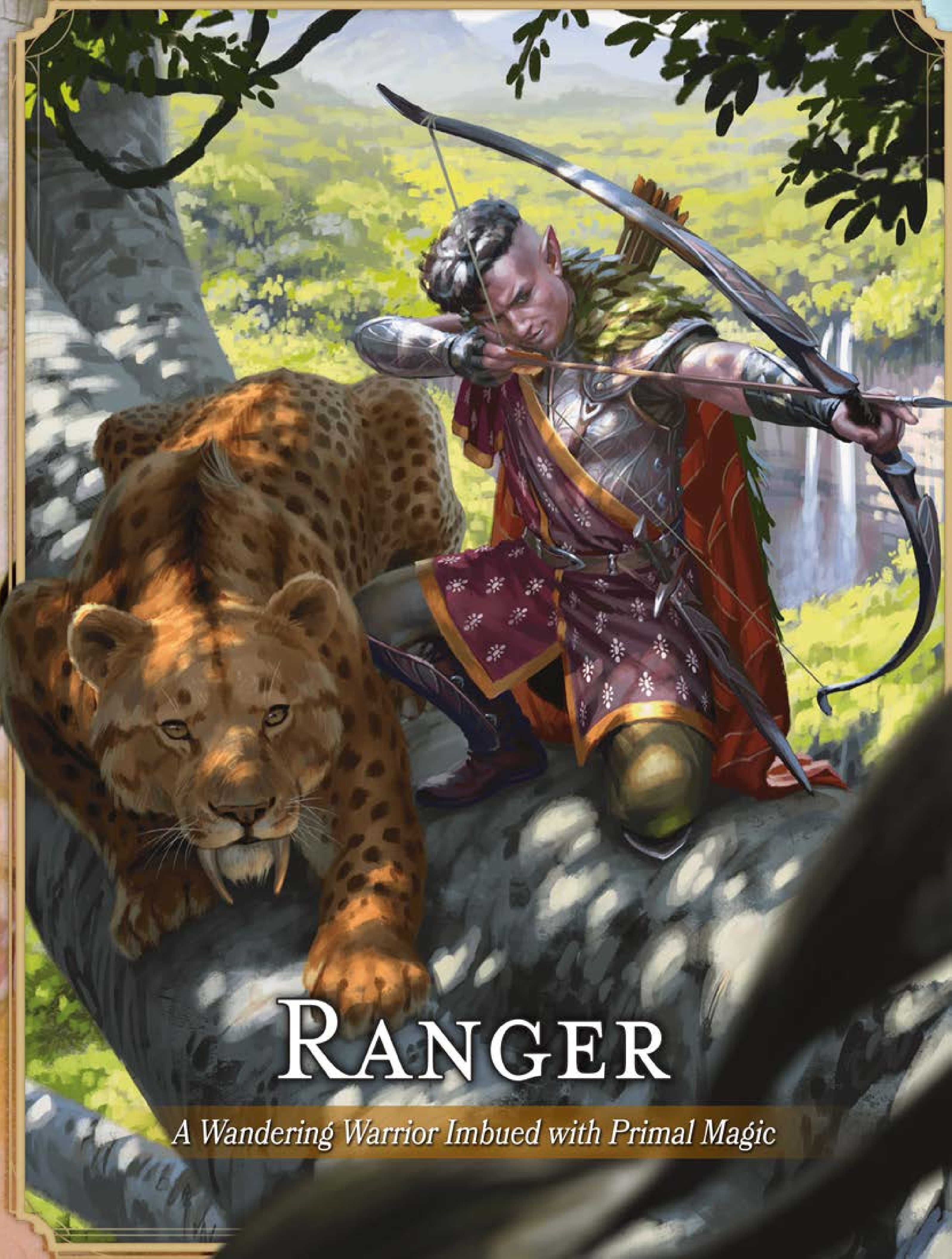


RANGER

A Wandering Warrior Imbued with Primal Magic

Core Ranger Traits

Primary Ability	Dexterity and Wisdom
Hit Point Die	D10 per Ranger level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	*Choose 3:* Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	*Choose A or B:* (A) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Druidic Focus (sprig of mistletoe), Explorer's Pack, and 7 GP; or (B) 150 GP

Far from bustling cities, amid the trees of trackless forests and across wide plains, Rangers keep their unending watch in the wilderness. Rangers learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Thanks to their connection with nature, Rangers can also cast spells that harness primal powers of the wilderness. A Ranger's talents and magic are honed with deadly focus to protect the world from the ravages of monsters and tyrants.

Becoming a Ranger ...

As a Level 1 Character

- Gain all the traits in the Core Ranger Traits table.
- Gain the Ranger's level 1 features, which are listed in the Ranger Features table.

As a Multiclass Character

- Gain the following traits from the Core Ranger Traits table: Hit Point Die, proficiency with Martial weapons, proficiency in one skill of your choice from the Ranger's skill list, and training with Light and Medium armor and Shields.
- Gain the Ranger's level 1 features, which are listed in the Ranger Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

Ranger Class Features

As a Ranger, you gain the following class features when you reach the specified Ranger levels. These features are listed in the Ranger Features table.

Level 1: Spellcasting

You have learned to channel the magical essence of nature to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Ranger spells, which appear in the Ranger spell list later in the class's description.

Spell Slots. The Ranger Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Ranger spells. *Cure Wounds* and *Ensnaring Strike* are recommended.

The number of spells on your list increases as you gain Ranger levels, as shown in the Prepared Spells column of the Ranger Features table. Whenever that number increases, choose additional Ranger spells until the number of spells on your list matches the number in the Ranger Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Ranger, your list of prepared spells can include six Ranger spells of level 1 or 2 in any combination.

If another Ranger feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Ranger spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can replace one spell on your list with another Ranger spell for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Ranger spells.

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for your Ranger spells.

Level 1: Favored Enemy

You always have the *Hunter's Mark* spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.

The number of times you can cast the spell without a spell slot increases when you reach certain Ranger levels, as shown in the Favored Enemy column of the Ranger Features table.

RANGER FEATURES

Level	Proficiency Bonus	Class Features	Favored Enemy	Prepared Spells	—Spell Slots per Spell Level—				
					1	2	3	4	5
1	+2	Spellcasting, Favored Enemy, Weapon Mastery	2	2	2	—	—	—	—
2	+2	Deft Explorer, Fighting Style	2	3	2	—	—	—	—
3	+2	Ranger Subclass	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	2	5	3	—	—	—	—
5	+3	Extra Attack	3	6	4	2	—	—	—
6	+3	Roving	3	6	4	2	—	—	—
7	+3	Subclass feature	3	7	4	3	—	—	—
8	+3	Ability Score Improvement	3	7	4	3	—	—	—
9	+4	Expertise	4	9	4	3	2	—	—
10	+4	Tireless	4	9	4	3	2	—	—
11	+4	Subclass feature	4	10	4	3	3	—	—
12	+4	Ability Score Improvement	4	10	4	3	3	—	—
13	+5	Relentless Hunter	5	11	4	3	3	1	—
14	+5	Nature's Veil	5	11	4	3	3	1	—
15	+5	Subclass feature	5	12	4	3	3	2	—
16	+5	Ability Score Improvement	5	12	4	3	3	2	—
17	+6	Precise Hunter	6	14	4	3	3	3	1
18	+6	Feral Senses	6	14	4	3	3	3	1
19	+6	Epic Boon	6	15	4	3	3	3	2
20	+6	Foe Slayer	6	15	4	3	3	3	2

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Shortswords.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Longswords.

LEVEL 2: DEFT EXPLORER

Thanks to your travels, you gain the following benefits.

Expertise. Choose one of your skill proficiencies with which you lack Expertise. You gain Expertise in that skill.

Languages. You know two languages of your choice from the language tables in chapter 2.

LEVEL 2: FIGHTING STYLE

You gain a Fighting Style feat of your choice (see chapter 5). Instead of choosing one of those feats, you can choose the option below.

Druidic Warrior. You learn two Druid cantrips of your choice (see the Druid class's section for a list of Druid spells). *Guidance* and *Starry Wisp* are recommended. The chosen cantrips count as Ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a Ranger level, you can replace one of these cantrips with another Druid cantrip.

LEVEL 3: RANGER SUBCLASS

You gain a Ranger subclass of your choice. The Beast Master, Fey Wanderer, Gloom Stalker, and Hunter subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Ranger levels. For the rest of your career, you gain each of your subclass's features that are of your Ranger level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Ranger levels 8, 12, and 16.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 6: ROVING

Your Speed increases by 10 feet while you aren't wearing Heavy armor. You also have a Climb Speed and a Swim Speed equal to your Speed.

LEVEL 9: EXPERTISE

Choose two of your skill proficiencies with which you lack Expertise. You gain Expertise in those skills.

LEVEL 10: TIRELESS

Primal forces now help fuel you on your journeys, granting you the following benefits.

Temporary Hit Points. As a Magic action, you can give yourself a number of Temporary Hit Points equal to 1d8 plus your Wisdom modifier (minimum of 1). You can use this action a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Decrease Exhaustion. Whenever you finish a Short Rest, your Exhaustion level, if any, decreases by 1.

LEVEL 13: RELENTLESS HUNTER

Taking damage can't break your Concentration on *Hunter's Mark.*

LEVEL 14: NATURE'S VEIL

You invoke spirits of nature to magically hide yourself. As a Bonus Action, you can give yourself the Invisible condition until the end of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 17: PRECISE HUNTER

You have Advantage on attack rolls against the creature currently marked by your *Hunter's Mark.*

LEVEL 18: FERAL SENSES

Your connection to the forces of nature grants you Blindsight with a range of 30 feet.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

LEVEL 20: FOE SLAYER

The damage die of your *Hunter's Mark* is a d10 rather than a d6.

RANGER SPELL LIST

This section presents the Ranger spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

LEVEL 1 RANGER SPELLS

Spell	School	Special
Alarm	Abjuration	R
Animal Friendship	Enchantment	—
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R
Ensnaring Strike	Conjuration	C
Entangle	Conjuration	C
Fog Cloud	Conjuration	C
Goodberry	Conjuration	—
Hail of Thorns	Conjuration	—
Hunter's Mark	Divination	C
Jump	Transmutation	—
Longstrider	Transmutation	—
Speak with Animals	Divination	R

LEVEL 2 RANGER SPELLS

Spell	School	Special
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Barkskin	Transmutation	—
Beast Sense	Divination	C, R
Cordon of Arrows	Transmutation	—
Darkvision	Transmutation	—
Enhance Ability	Transmutation	C
Find Traps	Divination	—
Gust of Wind	Evocation	C
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R
Locate Object	Divination	C
Magic Weapon	Transmutation	—
Pass without Trace	Abjuration	C
Protection from Poison	Abjuration	—
Silence	Illusion	C, R
Spike Growth	Transmutation	C
Summon Beast	Conjuration	C, M

LEVEL 3 RANGER SPELLS

Spell	School	Special
Conjure Animals	Conjuration	C
Conjure Barrage	Conjuration	—
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Elemental Weapon	Transmutation	C
Lightning Arrow	Transmutation	—

Spell	School	Special
Meld into Stone	Transmutation	R
Nondetection	Abjuration	M
Plant Growth	Transmutation	—
Protection from Energy	Abjuration	C
Revivify	Necromancy	M
Speak with Plants	Transmutation	—
Summon Fey	Conjuration	C, M
Water Breathing	Transmutation	R
Water Walk	Transmutation	R
Wind Wall	Evocation	C

LEVEL 4 RANGER SPELLS

Spell	School	Special
Conjure Woodland Beings	Conjuration	C
Dominate Beast	Enchantment	C
Freedom of Movement	Abjuration	—
Grasping Vine	Conjuration	C
Locate Creature	Divination	C
Stoneskin	Transmutation	C, M
Summon Elemental	Conjuration	C, M

LEVEL 5 RANGER SPELLS

Spell	School	Special
Commune with Nature	Divination	R
Conjure Volley	Conjuration	—
Greater Restoration	Abjuration	M
Steel Wind Strike	Conjuration	M
Swift Quiver	Transmutation	C, M
Tree Stride	Conjuration	C

RANGER SUBCLASSES

A Ranger subclass is a specialization that grants you features at certain Ranger levels, as specified in the subclass. This section presents the Beast Master, Fey Wanderer, Gloom Stalker, and Hunter subclasses.

BEAST MASTER

Bond with a Primal Beast

A Beast Master forms a mystical bond with a special animal, drawing on primal magic and a deep connection to the natural world.

LEVEL 3: PRIMAL COMPANION

You magically summon a primal beast, which draws strength from your bond with nature. Choose its stat block: **Beast of the Land**, **Beast of the Sea**, or **Beast of the Sky**. You also determine the kind of animal it is, choosing a kind appropriate for the stat block. Whatever beast you choose, it bears primal markings indicating its supernatural origin.

The beast is Friendly to you and your allies and obeys your commands. It vanishes if you die.

The Beast in Combat. In combat, the beast acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the beast to take the Beast's Strike action. If you have the Incapacitated condition, the beast acts on its own and isn't limited to the Dodge action.

Restoring or Replacing the Beast. If the beast has died within the last hour, you can take a Magic action to touch it and expend a spell slot. The beast returns to life after 1 minute with all its Hit Points restored.

Whenever you finish a Long Rest, you can summon a different primal beast, which appears in an unoccupied space within 5 feet of you. You choose its stat block and appearance. If you already have a beast from this feature, the old one vanishes when the new one appears.

LEVEL 7: EXCEPTIONAL TRAINING

When you take a Bonus Action to command your Primal Companion beast to take an action, you can also command it to take the Dash, Disengage, Dodge, or Help action using its Bonus Action.

In addition, whenever it hits with an attack roll and deals damage, it can deal your choice of Force damage or its normal damage type.

LEVEL 11: BESTIAL FURY

When you command your Primal Companion beast to take the Beast's Strike action, the beast can use it twice.

In addition, the first time each turn it hits a creature under the effect of your *Hunter's Mark* spell, the beast deals extra Force damage equal to the bonus damage of that spell.

LEVEL 15: SHARE SPELLS

When you cast a spell targeting yourself, you can also affect your Primal Companion beast with the spell if the beast is within 30 feet of you.

BEAST OF THE LAND

Medium Beast, Neutral

AC 13 plus your Wisdom modifier
HP 5 plus five times your Ranger level (the beast has a number of Hit Dice [d8s] equal to your Ranger level)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	**DEX**	14	+2	+2	**CON**	15	+2	+2
INT	8	−1	−1	**WIS**	14	+2	+2	**CHA**	11	+0	+0

Senses Darkvision 60 ft., Passive Perception 12
Languages Understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

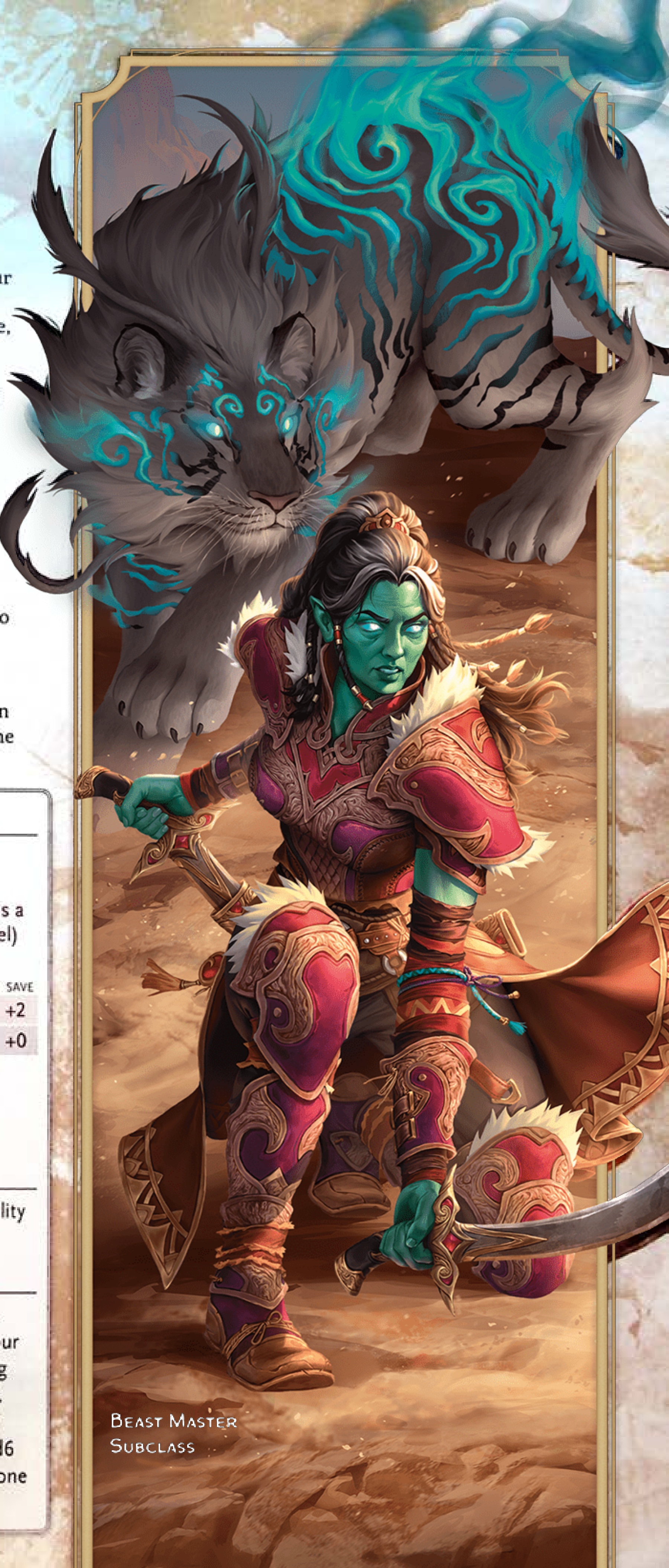
TRAITS

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the beast makes.

ACTIONS

Beast's Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 2 plus your Wisdom modifier Bludgeoning, Piercing, or Slashing damage (your choice when you summon the beast).

If the beast moved at least 20 feet straight toward the target before the hit, the target takes an extra 1d6 damage of the same type, and the target has the Prone condition if it is a Large or smaller creature.



BEAST MASTER SUBCLASS

Beast of the Sky

Small Beast, Neutral

AC 13 plus your Wisdom modifier
HP 4 plus four times your Ranger level (the beast has a number of Hit Dice [d6s] equal to your Ranger level)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	16	+3	+3	**Con**	13	+1	+1
Int	8	−1	−1	**Wis**	14	+2	+2	**Cha**	11	+0	+0

Senses Darkvision 60 ft., Passive Perception 12
Languages Understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Flyby. The beast doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the beast makes.

Actions

Beast's Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d4 + 3 plus your Wisdom modifier Slashing damage.

Beast of the Sea

Medium Beast, Neutral

AC 13 plus your Wisdom modifier
HP 5 plus five times your Ranger level (the beast has a number of Hit Dice [d8s] equal to your Ranger level)
Speed 5 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	14	+2	+2	**Con**	15	+2	+2
Int	8	−1	−1	**Wis**	14	+2	+2	**Cha**	11	+0	+0

Senses Darkvision 90 ft., Passive Perception 12
Languages Understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Amphibious. The beast can breathe air and water.

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the beast makes.

Actions

Beast's Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d6 + 2 plus your Wisdom modifier Bludgeoning or Piercing damage (your choice when you summon the beast), and the target has the Grappled condition (escape DC equals your spell save DC).

Fey Wanderer

Wield Fey Mirth and Fury

A fey mystique surrounds you, thanks to the boon of an archfey or a location in the Feywild that transformed you. However you gained fey magic, you are now a Fey Wanderer. Your joyful laughter brightens the hearts of the downtrodden, and your martial prowess strikes terror in your foes, for great is the mirth of the fey and dreadful is their fury.

Level 3: Dreadful Strikes

You can augment your weapon strikes with mind-scarring magic drawn from the murky hollows of the Feywild. When you hit a creature with a weapon, you can deal an extra 1d4 Psychic damage to the target, which can take this extra damage only once per turn. The extra damage increases to 1d6 when you reach Ranger level 11.

Level 3: Fey Wanderer Spells

When you reach a Ranger level specified in the Fey Wanderer Spells table, you thereafter always have the listed spells prepared.

Fey Wanderer Spells

Ranger Level	Spell
3	*Charm Person*
5	*Misty Step*
9	*Summon Fey*
13	*Dimension Door*
17	*Mislead*

You also possess a fey blessing. Choose it from the Feywild Gifts table or determine it randomly.

Feywild Gifts

1d6	Gift
1	Illusory butterflies flutter around you while you take a Short or Long Rest.
2	Flowers bloom from your hair each dawn.
3	You faintly smell of cinnamon, lavender, nutmeg, or another comforting herb or spice.
4	Your shadow dances while no one is looking directly at it.
5	Horns or antlers sprout from your head.
6	Your skin and hair change color each dawn.

Level 3: Otherworldly Glamour

Whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

You also gain proficiency in one of these skills of your choice: Deception, Performance, or Persuasion.

LEVEL 7: BEGUILING TWIST

The magic of the Feywild guards your mind. You have Advantage on saving throws to avoid or end the Charmed or Frightened condition.

In addition, whenever you or a creature you can see within 120 feet of you succeeds on a saving throw to avoid or end the Charmed or Frightened condition, you can take a Reaction to force a different creature you can see within 120 feet of yourself to make a Wisdom save against your spell save DC. On a failed save, the target is Charmed or Frightened (your choice) for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.

LEVEL 11: FEY REINFORCEMENTS

You can cast *Summon Fey* without a Material component. You can also cast it once without a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest.

Whenever you start casting the spell, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting.

LEVEL 15: MISTY WANDERER

You can cast *Misty Step* without expending a spell slot. You can do so a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

In addition, whenever you cast *Misty Step*, you can bring along one willing creature you can see within 5 feet of yourself. That creature teleports to an unoccupied space of your choice within 5 feet of your destination space.

GLOOM STALKER

Draw on Shadow Magic to Fight Your Foes

Gloom Stalkers are at home in the darkest places, wielding magic drawn from the Shadowfell to combat enemies that lurk in darkness.

LEVEL 3: DREAD AMBUSHER

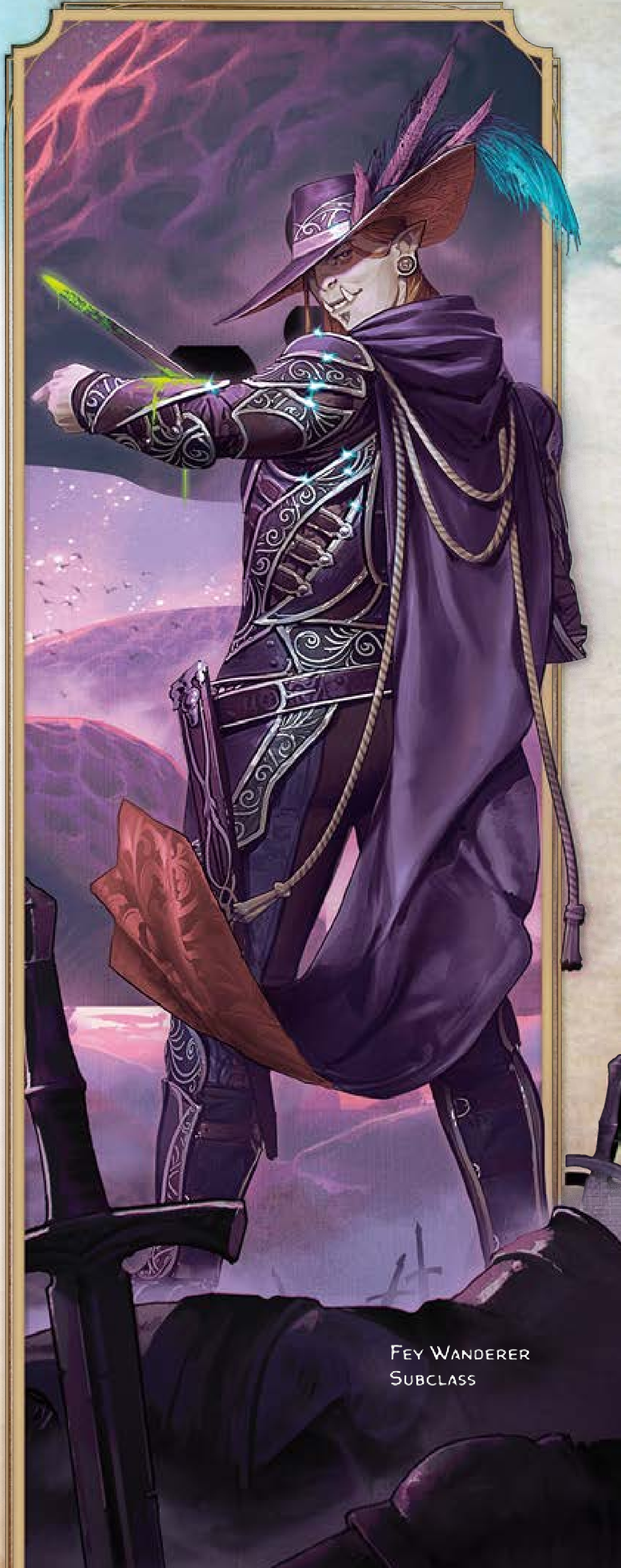
You have mastered the art of creating fearsome ambushes, granting you the following benefits.

Ambusher's Leap. At the start of your first turn of each combat, your Speed increases by 10 feet until the end of that turn.

Dreadful Strike. When you attack a creature and hit it with a weapon, you can deal an extra 2d6 Psychic damage. You can use this benefit only once per turn, you can use it a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Initiative Bonus. When you roll Initiative, you can add your Wisdom modifier to the roll.

JOHN CRELLO



FEY WANDERER SUBCLASS

GLOOM STALKER SUBCLASS

LEVEL 3: GLOOM STALKER SPELLS

When you reach a Ranger level specified in the Gloom Stalker Spells table, you thereafter always have the listed spells prepared.

GLOOM STALKER SPELLS

Ranger Level	Spells
3	*Disguise Self*
5	*Rope Trick*
9	*Fear*
13	*Greater Invisibility*
17	*Seeming*

LEVEL 3: UMBRAL SIGHT

You gain Darkvision with a range of 60 feet. If you already have Darkvision when you gain this feature, its range increases by 60 feet.

You are also adept at evading creatures that rely on Darkvision. While entirely in Darkness, you have the Invisible condition to any creature that relies on Darkvision to see you in that Darkness.

LEVEL 7: IRON MIND

You have honed your ability to resist mind-altering powers. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

LEVEL 11: STALKER'S FLURRY

The Psychic damage of your Dreadful Strike becomes 2d8. In addition, when you use the Dreadful Strike effect of your Dread Ambusher feature, you can cause one of the following additional effects.

Sudden Strike. You can make another attack with the same weapon against a different creature that is within 5 feet of the original target and that is within the weapon's range.

Mass Fear. The target and each creature within 10 feet of it must make a Wisdom saving throw against your spell save DC. On a failed save, a creature has the Frightened condition until the start of your next turn.

LEVEL 15: SHADOWY DODGE

When a creature makes an attack roll against you, you can take a Reaction to impose Disadvantage on that roll. Whether the attack hits or misses, you can then teleport up to 30 feet to an unoccupied space you can see.

HUNTER

Protect Nature and People from Destruction

You stalk prey in the wilds and elsewhere, using your abilities as a Hunter to protect nature and people everywhere from forces that would destroy them.

LEVEL 3: HUNTER'S LORE

You can call on the forces of nature to reveal certain strengths and weaknesses of your prey. While a creature is marked by your *Hunter's Mark*, you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

LEVEL 3: HUNTER'S PREY

You gain one of the following feature options of your choice. Whenever you finish a Short or Long Rest, you can replace the chosen option with the other one.

Colossus Slayer. Your tenacity can wear down even the most resilient foes. When you hit a creature with a weapon, the weapon deals an extra 1d8 damage to the target if it's missing any of its Hit Points. You can deal this extra damage only once per turn.

Horde Breaker. Once on each of your turns when you make an attack with a weapon, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target, that is within the weapon's range, and that you haven't attacked this turn.

LEVEL 7: DEFENSIVE TACTICS

You gain one of the following feature options of your choice. Whenever you finish a Short or Long Rest, you can replace the chosen option with the other one.

Escape the Horde. Opportunity Attacks have Disadvantage against you.

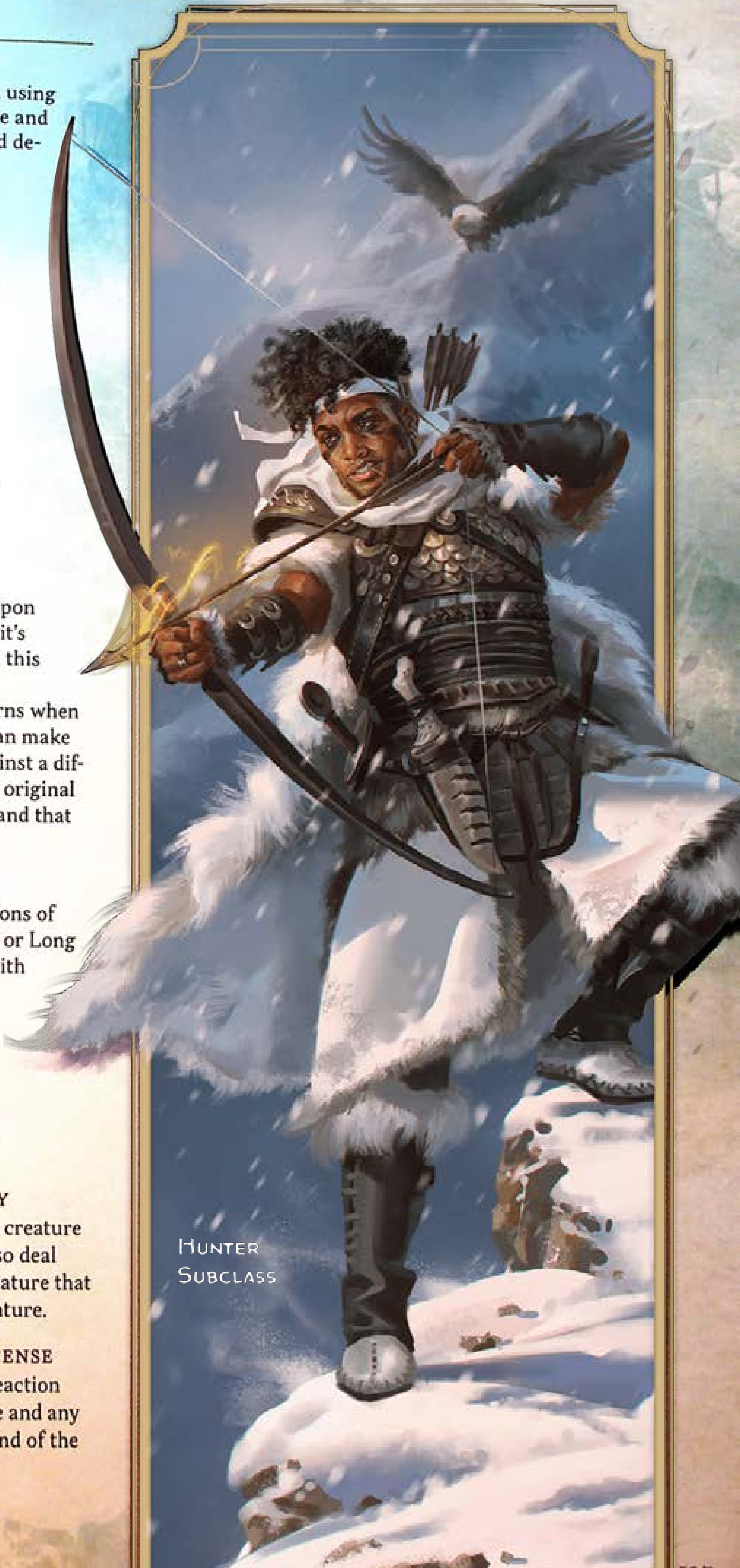
Multiattack Defense. When a creature hits you with an attack roll, that creature has Disadvantage on all other attack rolls against you this turn.

LEVEL 11: SUPERIOR HUNTER'S PREY

Once per turn when you deal damage to a creature marked by your *Hunter's Mark*, you can also deal that spell's extra damage to a different creature that you can see within 30 feet of the first creature.

LEVEL 15: SUPERIOR HUNTER'S DEFENSE

When you take damage, you can take a Reaction to give yourself Resistance to that damage and any other damage of the same type until the end of the current turn.



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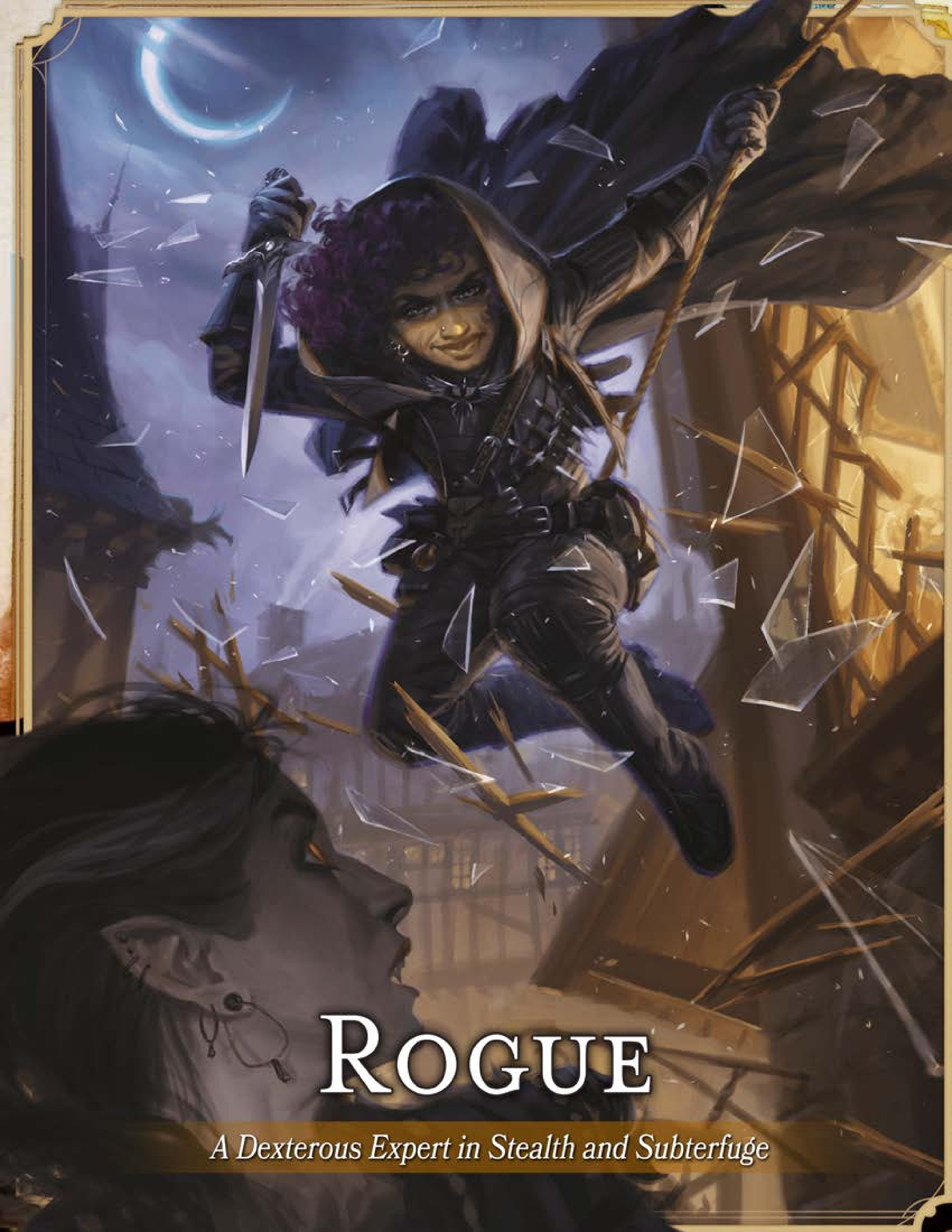

ROGUE

A Dexterous Expert in Stealth and Subterfuge

CORE ROGUE TRAITS

Primary Ability	Dexterity
Hit Point Die	D8 per Rogue level
Saving Throw Proficiencies	Dexterity and Intelligence
Skill Proficiencies	*Choose 4:* Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, or Stealth
Weapon Proficiencies	Simple weapons and Martial weapons that have the Finesse or Light property
Tool Proficiencies	Thieves' Tools
Armor Training	Light armor
Starting Equipment	*Choose A or B:* (A) Leather Armor, 2 Daggers, Shortsword, Shortbow, 20 Arrows, Quiver, Thieves' Tools, Burglar's Pack, and 8 GP; or (B) 100 GP

ROGUES RELY ON CUNNING, STEALTH, AND their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem. A few even learn magical tricks to supplement their other abilities. Many Rogues focus on stealth and deception, while others refine skills that help them in a dungeon environment, such as climbing, finding and disarming traps, and opening locks.

In combat, Rogues prioritize subtle strikes over brute strength. They would rather make one precise strike than wear an opponent down with a barrage of blows.

Some Rogues began their careers as criminals, while others used their cunning to fight crime. Whatever a Rogue's relation to the law, no common criminal or officer of the law can match the subtle brilliance of the greatest Rogues.

BECOMING A ROGUE ...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Rogue Traits table.
- Gain the Rogue's level 1 features, which are listed in the Rogue Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Rogue Traits table: Hit Point Die, proficiency in one skill of your choice from the Rogue's skill list, proficiency with Thieves' Tools, and training with Light armor.
- Gain the Rogue's level 1 features, which are listed in the Rogue Features table.

ROGUE CLASS FEATURES

As a Rogue, you gain the following class features when you reach the specified Rogue levels. These features are listed in the Rogue Features table.

LEVEL 1: EXPERTISE

You gain Expertise in two of your skill proficiencies of your choice. Sleight of Hand and Stealth are recommended if you have proficiency in them.

At Rogue level 6, you gain Expertise in two more of your skill proficiencies of your choice.

LEVEL 1: SNEAK ATTACK

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type.

You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

The extra damage increases as you gain Rogue levels, as shown in the Sneak Attack column of the Rogue Features table.

LEVEL 1: THIEVES' CANT

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the language tables in chapter 2.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Daggers and Shortbows.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Shortswords.

ROGUE FEATURES

Level	Proficiency Bonus	Class Features	Sneak Attack
1	+2	Expertise, Sneak Attack, Thieves' Cant, Weapon Mastery	1d6
2	+2	Cunning Action	1d6
3	+2	Rogue Subclass, Steady Aim	2d6
4	+2	Ability Score Improvement	2d6
5	+3	Cunning Strike, Uncanny Dodge	3d6
6	+3	Expertise	3d6
7	+3	Evasion, Reliable Talent	4d6
8	+3	Ability Score Improvement	4d6
9	+4	Subclass feature	5d6
10	+4	Ability Score Improvement	5d6
11	+4	Improved Cunning Strike	6d6
12	+4	Ability Score Improvement	6d6
13	+5	Subclass feature	7d6
14	+5	Devious Strikes	7d6
15	+5	Slippery Mind	8d6
16	+5	Ability Score Improvement	8d6
17	+6	Subclass feature	9d6
18	+6	Elusive	9d6
19	+6	Epic Boon	10d6
20	+6	Stroke of Luck	10d6

LEVEL 2: CUNNING ACTION

Your quick thinking and agility allow you to move and act quickly. On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

LEVEL 3: ROGUE SUBCLASS

You gain a Rogue subclass of your choice. The Arcane Trickster, Assassin, Soulknife, and Thief subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Rogue levels. For the rest of your career, you gain each of your subclass's features that are of your Rogue level or lower.

LEVEL 3: STEADY AIM

As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Rogue levels 8, 10, 12, and 16.

LEVEL 5: CUNNING STRIKE

You've developed cunning ways to use your Sneak Attack. When you deal Sneak Attack damage, you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forgo to add the effect. You remove the die before rolling, and the effect occurs immediately after the attack's damage is dealt. For example, if you add the Poison effect, remove 1d6 from the Sneak Attack's damage before rolling.

If a Cunning Strike effect requires a saving throw, the DC equals 8 plus your Dexterity modifier and Proficiency Bonus.

Poison (Cost: 1d6). You add a toxin to your strike, forcing the target to make a Constitution saving throw. On a failed save, the target has the Poisoned condition for 1 minute. At the end of each of its turns, the Poisoned target repeats the save, ending the effect on itself on a success.

To use this effect, you must have a Poisoner's Kit on your person.

Trip (Cost: 1d6). If the target is Large or smaller, it must succeed on a Dexterity saving throw or have the Prone condition.

Withdraw (Cost: 1d6). Immediately after the attack, you move up to half your Speed without provoking Opportunity Attacks.

LEVEL 5: UNCANNY DODGE

When an attacker that you can see hits you with an attack roll, you can take a Reaction to halve the attack's damage against you (round down).

LEVEL 7: EVASION

You can nimbly dodge out of the way of certain dangers. When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. You can't use this feature if you have the Incapacitated condition.

LEVEL 7: RELIABLE TALENT

Whenever you make an ability check that uses one of your skill or tool proficiencies, you can treat a d20 roll of 9 or lower as a 10.

LEVEL 11: IMPROVED CUNNING STRIKE

You can use up to two Cunning Strike effects when you deal Sneak Attack damage, paying the die cost for each effect.

LEVEL 14: DEVIOUS STRIKES

You've practiced new ways to use your Sneak Attack deviously. The following effects are now among your Cunning Strike options.

Daze (Cost: 2d6). The target must succeed on a Constitution saving throw, or on its next turn, it can do only one of the following: move or take an action or a Bonus Action.

Knock Out (Cost: 6d6). The target must succeed on a Constitution saving throw, or it has the Unconscious condition for 1 minute or until it takes any damage. The Unconscious target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Obscure (Cost: 3d6). The target must succeed on a Dexterity saving throw, or it has the Blinded condition until the end of its next turn.

LEVEL 15: SLIPPERY MIND

Your cunning mind is exceptionally difficult to control. You gain proficiency in Wisdom and Charisma saving throws.

LEVEL 18: ELUSIVE

You're so evasive that attackers rarely gain the upper hand against you. No attack roll can have Advantage against you unless you have the Incapacitated condition.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of the Night Spirit is recommended.

LEVEL 20: STROKE OF LUCK

You have a marvelous knack for succeeding when you need to. If you fail a D20 Test, you can turn the roll into a 20.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

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ARCANE TRICKSTER SUBCLASS

ROGUE SUBCLASSES

A Rogue subclass is a specialization that grants you features at certain Rogue levels, as specified in the subclass. This section presents the Arcane Trickster, Assassin, Soulknife, and Thief subclasses.

ARCANE TRICKSTER

Enhance Stealth with Arcane Spells

Some Rogues enhance their fine-honed skills of stealth and agility with spells, learning magical tricks to aid them in their trade. Some Arcane Tricksters use their talents as pickpockets and burglars, while others are pranksters.

LEVEL 3: SPELLCASTING

You have learned to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules as an Arcane Trickster.

Cantrips. You know three cantrips: *Mage Hand* and two other cantrips of your choice from the Wizard spell list (see that class's section for its list). *Mind Sliver* and *Minor Illusion* are recommended.

Whenever you gain a Rogue level, you can replace one of your cantrips, except *Mage Hand*, with another Wizard cantrip of your choice.

When you reach Rogue level 10, you learn another Wizard cantrip of your choice.

Spell Slots. The Arcane Trickster Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 Wizard spells. *Charm Person*, *Disguise Self*, and *Fog Cloud* are recommended.

The number of spells on your list increases as you gain Rogue levels, as shown in the Prepared Spells column of the Arcane Trickster Spellcasting table. Whenever that number increases, choose additional Wizard spells until the number of spells on your list matches the number in the Arcane Trickster Spellcasting table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Rogue, your list of prepared spells can include five Wizard spells of level 1 or 2 in any combination.

ARCANE TRICKSTER SPELLCASTING

Rogue Level	Prepared Spells	—Spell Slots per Spell Level— 1	2	3	4
3	3	2	—	—	—
4	4	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	5	4	2	—	—
8	6	4	2	—	—
9	6	4	2	—	—
10	7	4	3	—	—
11	8	4	3	—	—
12	8	4	3	—	—
13	9	4	3	2	—
14	10	4	3	2	—
15	10	4	3	2	—
16	11	4	3	3	—
17	11	4	3	3	—
18	11	4	3	3	—
19	12	4	3	3	1
20	13	4	3	3	1

Changing Your Prepared Spells. Whenever you gain a Rogue level, you can replace one spell on your list with another Wizard spell for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Wizard spells.

LEVEL 3: MAGE HAND LEGERDEMAIN

When you cast *Mage Hand*, you can cast it as a Bonus Action, and you can make the spectral hand Invisible. You can control the hand as a Bonus Action, and through it, you can make Dexterity (Sleight of Hand) checks.

LEVEL 9: MAGICAL AMBUSH

If you have the Invisible condition when you cast a spell on a creature, it has Disadvantage on any saving throw it makes against the spell on the same turn.

LEVEL 13: VERSATILE TRICKSTER

You gain the ability to distract targets with your *Mage Hand*. When you use the Trip option of your Cunning Strike on a creature, you can also use that option on another creature within 5 feet of the spectral hand.

LEVEL 17: SPELL THIEF

You gain the ability to magically steal the knowledge of how to cast a spell from another spellcaster.

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can take a Reaction to force the creature to make an Intelligence saving throw. The DC equals your spell save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is at least level 1 and of a level you can cast (it doesn't need to be a Wizard spell). For the next 8 hours, you have the spell prepared. The creature can't cast it until the 8 hours have passed.

Once you steal a spell with this feature, you can't use this feature again until you finish a Long Rest.

Assassin Subclass

ASSASSIN

Practice the Grim Art of Death

An Assassin's training focuses on using stealth, poison, and disguise to eliminate foes with deadly efficiency. While some Rogues who follow this path are hired killers, spies, or bounty hunters, the capabilities of this subclass are equally useful for adventurers facing a variety of monstrous enemies.

LEVEL 3: ASSASSINATE

You're adept at ambushing a target, granting you the following benefits.

Initiative. You have Advantage on Initiative rolls.

Surprising Strikes. During the first round of each combat, you have Advantage on attack rolls against any creature that hasn't taken a turn. If your Sneak Attack hits any target during that round, the target takes extra damage of the weapon's type equal to your Rogue level.

LEVEL 3: ASSASSIN'S TOOLS

You gain a Disguise Kit and a Poisoner's Kit, and you have proficiency with them.

LEVEL 9: INFILTRATION EXPERTISE

You are expert at the following techniques that aid your infiltrations.

Masterful Mimicry. You can unerringly mimic another person's speech, handwriting, or both if you have spent at least 1 hour studying them.

Roving Aim. Your Speed isn't reduced to 0 by using Steady Aim.

LEVEL 13: ENVENOM WEAPONS

When you use the Poison option of your Cunning Strike, the target also takes 2d6 Poison damage whenever it fails the saving throw. This damage ignores Resistance to Poison damage.

LEVEL 17: DEATH STRIKE

When you hit with your Sneak Attack on the first round of a combat, the target must succeed on a Constitution saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus), or the attack's damage is doubled against the target.

SOULKNIFE

Strike Foes with Psionic Blades

A Soulknife strikes with the mind, cutting through barriers both physical and psychic. These Rogues discover psionic power within themselves and channel it to do their roguish work. As a Soulknife, your psionic abilities might have haunted you since childhood, revealing their full potential only as you experienced the stress of adventure. Or you might have sought out an order of psychic adepts and spent years learning how to manifest your power.

LEVEL 3: PSIONIC POWER

You harbor a wellspring of psionic energy within yourself. It is represented by your Psionic Energy Dice, which fuel certain powers you have from this subclass. The Soulknife Energy Dice table shows the number of these dice you have when you reach certain Rogue levels, and the table shows the die size.

SOULKNIFE ENERGY DICE

Rogue Level	Die Size	Number
3	D6	4
5	D8	6
9	D8	8
11	D10	8
13	D10	10
17	D12	12

Any features in this subclass that use a Psionic Energy Die use only the dice from this subclass. Some of your powers expend a Psionic Energy Die, as specified in a power's description, and you can't use a power if it requires you to use a die when your Psionic Energy Dice are all expended.

You regain one of your expended Psionic Energy Dice when you finish a Short Rest, and you regain all of them when you finish a Long Rest.

Psi-Bolstered Knack. If you fail an ability check using a skill or tool with which you have proficiency, you can roll one Psionic Energy Die and add the number rolled to the check, potentially turning failure into success. The die is expended only if the roll then succeeds.

Psychic Whispers. You can establish telepathic communication between yourself and others. As a Magic action, choose one or more creatures you can see, up to a number of creatures equal to your Proficiency Bonus, and then roll one Psionic Energy Die. For a number of hours equal to the number rolled, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1

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SOULKNIFE
SUBCLASS

mile of each other. A creature can end the telepathic connection at any time (no action required).

The first time you use this power after each Long Rest, you don't expend the Psionic Energy Die. All other times you use the power, you expend the die.

LEVEL 3: PSYCHIC BLADES

You can manifest shimmering blades of psychic energy. Whenever you take the Attack action or make an Opportunity Attack, you can manifest a Psychic Blade in your free hand and make the attack with that blade. The magic blade has the following traits:

Weapon Category: Simple Melee
Damage on a Hit: 1d6 Psychic plus the ability modifier used for the attack roll
Properties: Finesse, Thrown (range 60/120 feet)
Mastery: Vex (you can use this property, and it doesn't count against the number of properties you can use with Weapon Mastery)

The blade vanishes immediately after it hits or misses its target, and it leaves no mark if it deals damage.

After you attack with the blade on your turn, you can make a melee or ranged attack with a second psychic blade as a Bonus Action on the same turn if your other hand is free to create it. The damage die of this bonus attack is 1d4 instead of 1d6.

LEVEL 9: SOUL BLADES

You can now use the following powers with your Psychic Blades.

Homing Strikes. If you make an attack roll with your Psychic Blade and miss the target, you can roll one Psionic Energy Die and add the number rolled to the attack roll. If this causes the attack to hit, the die is expended.

Psychic Teleportation. As a Bonus Action, you manifest a Psychic Blade, expend one Psionic Energy Die and roll it, and throw the blade at an unoccupied space you can see up to a number of feet away equal to 10 times the number rolled. You then teleport to that space, and the blade vanishes.

LEVEL 13: PSYCHIC VEIL

You can weave a veil of psychic static to mask yourself. As a Magic action, you gain the Invisible condition for 1 hour or until you dismiss this effect (no action required). This invisibility ends early immediately after you deal damage to a creature or you force a creature to make a saving throw.

Once you use this feature, you can't do so again until you finish a Long Rest unless you expend a Psionic Energy Die (no action required) to restore your use of it.

LEVEL 17: REND MIND

You can sweep your Psychic Blades through a creature's mind. When you use your Psychic Blades to deal Sneak Attack damage to a creature, you can force that target to make a Wisdom saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus). If the save fails, the target has the Stunned condition for 1 minute. The Stunned target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't do so again until you finish a Long Rest unless you expend three Psionic Energy Dice (no action required) to restore your use of it.

THIEF

Hunt for Treasure as a Classic Adventurer

A mix of burglar, treasure hunter, and explorer, you are the epitome of an adventurer. In addition to improving your agility and stealth, you gain abilities useful for delving into ruins and getting maximum benefit from the magic items you find there.

LEVEL 3: FAST HANDS

As a Bonus Action, you can do one of the following.

Sleight of Hand. Make a Dexterity (Sleight of Hand) check to pick a lock or disarm a trap with Thieves' Tools or to pick a pocket.

Use an Object. Take the Utilize action, or take the Magic action to use a magic item that requires that action.

LEVEL 3: SECOND-STORY WORK

You've trained to get into especially hard-to-reach places, granting you these benefits.

Climber. You gain a Climb Speed equal to your Speed.

Jumper. You can determine your jump distance using your Dexterity rather than your Strength.

LEVEL 9: SUPREME SNEAK

You gain the following Cunning Strike option.

Stealth Attack (Cost: 1d6). If you have the Hide action's Invisible condition, this attack doesn't end that condition on you if you end the turn behind Three-Quarters Cover or Total Cover.

LEVEL 13: USE MAGIC DEVICE

You've learned how to maximize use of magic items, granting you the following benefits.

Attunement. You can attune to up to four magic items at once.

Charges. Whenever you use a magic item property that expends charges, roll 1d6. On a roll of 6, you use the property without expending the charges.

Scrolls. You can use any *Spell Scroll*, using Intelligence as your spellcasting ability for the spell. If the spell is a cantrip or a level 1 spell, you can cast it reliably. If the scroll contains a higher-level spell, you must first succeed on an Intelligence (Arcana) check (DC 10 plus the spell's level). On a successful check, you cast the spell from the scroll. On a failed check, the scroll disintegrates.

LEVEL 17: THIEF'S REFLEXES

You are adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal Initiative and your second turn at your Initiative minus 10.

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SORCERER

A Dazzling Mage Filled with Innate Magic

CORE SORCERER TRAITS

Primary Ability	Charisma
Hit Point Die	D6 per Sorcerer level
Saving Throw Proficiencies	Constitution and Charisma
Skill Proficiencies	*Choose 2:* Arcana, Deception, Insight, Intimidation, Persuasion, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	*Choose A or B:* (A) Spear, 2 Daggers, Arcane Focus (crystal), Dungeoneer's Pack, and 28 GP; or (B) 50 GP

SORCERERS WIELD INNATE MAGIC THAT IS stamped into their being. Some Sorcerers can't name the origin of their power, while others trace it to strange events in their personal or family history. The blessing of a dragon or a dryad at a baby's birth or the strike of lightning from a clear sky might spark a Sorcerer's gift. So too might the gift of a deity, exposure to the strange magic of another plane of existence, or a glimpse into the inner workings of reality. Whatever the origin, the result is an indelible mark on the Sorcerer, a churning magic that can be passed down through generations.

Sorcerers don't learn magic; the raw, roiling power of magic is part of them. The essential art of a Sorcerer is learning to harness and channel that innate magic, allowing the Sorcerer to discover new and staggering ways to unleash their power. As Sorcerers master their innate magic, they grow more attuned to its origin, developing distinct powers that reflect its source.

Sorcerers are rare. Some family lines produce exactly one Sorcerer in every generation, but most of the time, the talents of sorcery appear as a fluke. People who have this magical power soon discover that it doesn't like to stay quiet. A Sorcerer's magic wants to be wielded.

BECOMING A SORCERER ...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Sorcerer Traits table.
- Gain the Sorcerer's level 1 features, which are listed in the Sorcerer Features table.

AS A MULTICLASS CHARACTER

- Gain the Hit Point Die from the Core Sorcerer Traits table.
- Gain the Sorcerer's level 1 features, which are listed in the Sorcerer Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

SORCERER CLASS FEATURES

As a Sorcerer, you gain the following class features when you reach the specified Sorcerer levels. These features are listed in the Sorcerer Features table.

LEVEL 1: SPELLCASTING

Drawing from your innate magic, you can cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Sorcerer spells, which appear in the Sorcerer spell list later in the class's description.

Cantrips. You know four Sorcerer cantrips of your choice. *Light*, *Prestidigitation*, *Shocking Grasp*, and *Sorcerous Burst* are recommended. Whenever you gain a Sorcerer level, you can replace one of your cantrips from this feature with another Sorcerer cantrip of your choice.

When you reach Sorcerer levels 4 and 10, you learn another Sorcerer cantrip of your choice, as shown in the Cantrips column of the Sorcerer Features table.

Spell Slots. The Sorcerer Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Sorcerer spells. *Burning Hands* and *Detect Magic* are recommended.

The number of spells on your list increases as you gain Sorcerer levels, as shown in the Prepared Spells column of the Sorcerer Features table. Whenever that number increases, choose additional

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Sorcerer Features

Level	Proficiency Bonus	Class Features	Sorcery Points	Cantrips	Prepared Spells	Spell Slots per Spell Level								
						1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Innate Sorcery	—	4	2	2	—	—	—	—	—	—	—	—
2	+2	Font of Magic, Metamagic	2	4	4	3	—	—	—	—	—	—	—	—
3	+2	Sorcerer Subclass	3	4	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	5	7	4	3	—	—	—	—	—	—	—
5	+3	Sorcerous Restoration	5	5	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	6	5	10	4	3	3	—	—	—	—	—	—
7	+3	Sorcery Incarnate	7	5	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	8	5	12	4	3	3	2	—	—	—	—	—
9	+4	—	9	5	14	4	3	3	3	1	—	—	—	—
10	+4	Metamagic	10	6	15	4	3	3	3	2	—	—	—	—
11	+4	—	11	6	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	12	6	16	4	3	3	3	2	1	—	—	—
13	+5	—	13	6	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	14	6	17	4	3	3	3	2	1	1	—	—
15	+5	—	15	6	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	16	6	18	4	3	3	3	2	1	1	1	—
17	+6	Metamagic	17	6	19	4	3	3	3	2	1	1	1	1
18	+6	Subclass feature	18	6	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	19	6	21	4	3	3	3	3	2	1	1	1
20	+6	Arcane Apotheosis	20	6	22	4	3	3	3	3	2	2	1	1

Sorcerer spells until the number of spells on your list matches the number in the Sorcerer Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Sorcerer, your list of prepared spells can include six Sorcerer spells of level 1 or 2 in any combination.

If another Sorcerer feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Sorcerer spells for you.

Changing Your Prepared Spells. Whenever you gain a Sorcerer level, you can replace one spell on your list with another Sorcerer spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Sorcerer spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Sorcerer spells.

Level 1: Innate Sorcery

An event in your past left an indelible mark on you, infusing you with simmering magic. As a Bonus Action, you can unleash that magic for 1 minute, during which you gain the following benefits:

- The spell save DC of your Sorcerer spells increases by 1.
- You have Advantage on the attack rolls of Sorcerer spells you cast.

You can use this feature twice, and you regain all expended uses of it when you finish a Long Rest.

Level 2: Font of Magic

You can tap into the wellspring of magic within yourself. This wellspring is represented by Sorcery Points, which allow you to create a variety of magical effects.

You have 2 Sorcery Points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer Features table. You can't have more Sorcery Points than the number shown in the table for your level. You regain all expended Sorcery Points when you finish a Long Rest.

You can use your Sorcery Points to fuel the options below, along with other features, such as Metamagic, that use those points.

Converting Spell Slots to Sorcery Points. You can expend a spell slot to gain a number of Sorcery Points equal to the slot's level (no action required).

Creating Spell Slots. As a Bonus Action, you can transform unexpended Sorcery Points into one spell slot. The Creating Spell Slots table shows the cost of creating a spell slot of a given level, and it lists the minimum Sorcerer level you must be to create a slot. You can create a spell slot no higher than level 5.

Any spell slot you create with this feature vanishes when you finish a Long Rest.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost	Min. Sorcerer Level
1	2	2
2	3	3
3	5	5
4	6	7
5	7	9

LEVEL 2: METAMAGIC

Because your magic flows from within, you can alter your spells to suit your needs; you gain two Metamagic options of your choice from "Metamagic Options" later in this class's description. You use the chosen options to temporarily modify spells you cast. To use an option, you must spend the number of Sorcery Points that it costs.

You can use only one Metamagic option on a spell when you cast it unless otherwise noted in one of those options.

Whenever you gain a Sorcerer level, you can replace one of your Metamagic options with one you don't know. You gain two more options at Sorcerer level 10 and two more at Sorcerer level 17.

LEVEL 3: SORCERER SUBCLASS

You gain a Sorcerer subclass of your choice. The Aberrant Sorcery, Clockwork Sorcery, Draconic Sorcery, and Wild Magic Sorcery subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Sorcerer levels. For the rest of your career, you gain each of your subclass's features that are of your Sorcerer level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Sorcerer levels 8, 12, and 16.

LEVEL 5: SORCEROUS RESTORATION

When you finish a Short Rest, you can regain expended Sorcery Points, but no more than a number equal to half your Sorcerer level (round down). Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 7: SORCERY INCARNATE

If you have no uses of Innate Sorcery left, you can use it if you spend 2 Sorcery Points when you take the Bonus Action to activate it.

In addition, while your Innate Sorcery feature is active, you can use up to two of your Metamagic options on each spell you cast.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

LEVEL 20: ARCANE APOTHEOSIS

While your Innate Sorcery feature is active, you can use one Metamagic option on each of your turns without spending Sorcery Points on it.

METAMAGIC OPTIONS

The following options are available to your Metamagic feature. The options are presented in alphabetical order.

CAREFUL SPELL

Cost: 1 Sorcery Point

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, spend 1 Sorcery Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, and it takes no damage if it would normally take half damage on a successful save.

DISTANT SPELL

Cost: 1 Sorcery Point

When you cast a spell that has a range of at least 5 feet, you can spend 1 Sorcery Point to double the spell's range. Or when you cast a spell that has a range of Touch, you can spend 1 Sorcery Point to make the spell's range 30 feet.

EMPOWERED SPELL

Cost: 1 Sorcery Point

When you roll damage for a spell, you can spend 1 Sorcery Point to reroll a number of the damage dice up to your Charisma modifier (minimum of one), and you must use the new rolls.

You can use Empowered Spell even if you've already used a different Metamagic option during the casting of the spell.

EXTENDED SPELL

Cost: 1 Sorcery Point

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 Sorcery Point to double its duration to a maximum duration of 24 hours.

If the affected spell requires Concentration, you have Advantage on any saving throw you make to maintain that Concentration.

HEIGHTENED SPELL

Cost: 2 Sorcery Points

When you cast a spell that forces a creature to make a saving throw, you can spend 2 Sorcery Points to give one target of the spell Disadvantage on saves against the spell.

QUICKENED SPELL

Cost: 2 Sorcery Points

When you cast a spell that has a casting time of an action, you can spend 2 Sorcery Points to change the casting time to a Bonus Action for this casting. You can't modify a spell in this way if you've already cast a level 1+ spell on the current turn, nor can you cast a level 1+ spell on this turn after modifying a spell in this way.

SEEKING SPELL

Cost: 1 Sorcery Point

If you make an attack roll for a spell and miss, you can spend 1 Sorcery Point to reroll the d20, and you must use the new roll.

You can use Seeking Spell even if you've already used a different Metamagic option during the casting of the spell.

SUBTLE SPELL

Cost: 1 Sorcery Point

When you cast a spell, you can spend 1 Sorcery Point to cast it without any Verbal, Somatic, or Material components, except Material components that are consumed by the spell or that have a cost specified in the spell.

TRANSMUTED SPELL

Cost: 1 Sorcery Point

When you cast a spell that deals a type of damage from the following list, you can spend 1 Sorcery Point to change that damage type to one of the other listed types: Acid, Cold, Fire, Lightning, Poison, Thunder.

TWINNED SPELL

Cost: 1 Sorcery Point

When you cast a spell, such as *Charm Person*, that can be cast with a higher-level spell slot to target an additional creature, you can spend 1 Sorcery Point to increase the spell's effective level by 1.

SORCERER SPELL LIST

This section presents the Sorcerer spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

CANTRIPS (LEVEL 0 SORCERER SPELLS)

Spell	School	Special
Acid Splash	Evocation	—
Blade Ward	Abjuration	C
Chill Touch	Necromancy	—
Dancing Lights	Illusion	C
Elementalism	Transmutation	—
Fire Bolt	Evocation	—
Friends	Enchantment	C
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—
Mind Sliver	Enchantment	—
Minor Illusion	Illusion	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
Ray of Frost	Evocation	—
Shocking Grasp	Evocation	—
Sorcerous Burst	Evocation	—
Thunderclap	Evocation	—
True Strike	Divination	—

LEVEL 1 SORCERER SPELLS

Spell	School	Special
Burning Hands	Evocation	—
Charm Person	Enchantment	—
Chromatic Orb	Evocation	M
Color Spray	Illusion	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Expeditious Retreat	Transmutation	C
False Life	Necromancy	-
Feather Fall	Transmutation	—
Fog Cloud	Conjuration	C
Grease	Conjuration	—
Ice Knife	Conjuration	—
Jump	Transmutation	—
Mage Armor	Abjuration	—
Magic Missile	Evocation	—
Ray of Sickness	Necromancy	—
Shield	Abjuration	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Thunderwave	Evocation	—
Witch Bolt	Evocation	C

LEVEL 2 SORCERER SPELLS

Spell	School	Special
Alter Self	Transmutation	C
Arcane Vigor	Abjuration	—
Blindness/Deafness	Transmutation	—
Blur	Illusion	C
Cloud of Daggers	Conjuration	C
Crown of Madness	Enchantment	C
Darkness	Evocation	C
Darkvision	Transmutation	—
Detect Thoughts	Divination	C
Dragon's Breath	Transmutation	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Flame Blade	Evocation	C
Flaming Sphere	Evocation	C
Gust of Wind	Evocation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Levitate	Transmutation	C
Magic Weapon	Transmutation	—
Mind Spike	Divination	C
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Phantasmal Force	Illusion	C
Scorching Ray	Evocation	—
See Invisibility	Divination	—
Shatter	Evocation	—
Spider Climb	Transmutation	C
Suggestion	Enchantment	C
Web	Conjuration	C

LEVEL 3 SORCERER SPELLS

Spell	School	Special
Blink	Transmutation	—
Clairvoyance	Divination	C, M
Counterspell	Abjuration	—
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Fear	Illusion	C

Spell	School	Special
Fireball	Evocation	—
Fly	Transmutation	C
Gaseous Form	Transmutation	C
Haste	Transmutation	C
Hypnotic Pattern	Illusion	C
Lightning Bolt	Evocation	—
Major Image	Illusion	C
Protection from Energy	Abjuration	C
Sleet Storm	Conjuration	C
Slow	Transmutation	C
Stinking Cloud	Conjuration	C
Tongues	Divination	—
Vampiric Touch	Necromancy	C
Water Breathing	Transmutation	R
Water Walk	Transmutation	R

LEVEL 4 SORCERER SPELLS

Spell	School	Special
Banishment	Abjuration	C
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Dimension Door	Conjuration	—
Dominate Beast	Enchantment	C
Fire Shield	Evocation	—
Greater Invisibility	Illusion	C
Ice Storm	Evocation	—
Polymorph	Transmutation	C
Stoneskin	Transmutation	C, M
Vitriolic Sphere	Evocation	—
Wall of Fire	Evocation	C

LEVEL 5 SORCERER SPELLS

Spell	School	Special
Animate Objects	Transmutation	C
Bigby's Hand	Evocation	C
Cloudkill	Conjuration	C
Cone of Cold	Evocation	—
Creation	Illusion	—
Dominate Person	Enchantment	C
Hold Monster	Enchantment	C
Insect Plague	Conjuration	C
Seeming	Illusion	—
Synaptic Static	Enchantment	—
Telekinesis	Transmutation	C
Teleportation Circle	Conjuration	M
Wall of Stone	Evocation	C

LEVEL 6 SORCERER SPELLS

Spell	School	Special
Arcane Gate	Conjuration	C
Chain Lightning	Evocation	—
Circle of Death	Necromancy	M
Disintegrate	Transmutation	—
Eyebite	Necromancy	C
Flesh to Stone	Transmutation	C
Globe of Invulnerability	Abjuration	C
Mass Suggestion	Enchantment	—
Move Earth	Transmutation	C
Otiluke's Freezing Sphere	Evocation	—
Sunbeam	Evocation	C
True Seeing	Divination	M

LEVEL 7 SORCERER SPELLS

Spell	School	Special
Delayed Blast Fireball	Evocation	C
Etherealness	Conjuration	—
Finger of Death	Necromancy	—
Fire Storm	Evocation	—
Plane Shift	Conjuration	M
Prismatic Spray	Evocation	—
Reverse Gravity	Transmutation	C
Teleport	Conjuration	—

LEVEL 8 SORCERER SPELLS

Spell	School	Special
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C
Earthquake	Transmutation	C
Incendiary Cloud	Conjuration	C
Power Word Stun	Enchantment	—
Sunburst	Evocation	—

LEVEL 9 SORCERER SPELLS

Spell	School	Special
Gate	Conjuration	C, M
Meteor Swarm	Evocation	—
Power Word Kill	Enchantment	—
Time Stop	Transmutation	—
Wish	Conjuration	—

SORCERER SUBCLASSES

A Sorcerer subclass is a specialization that grants you features at certain Sorcerer levels, as specified in the subclass. This section presents the Aberrant Sorcery, Clockwork Sorcery, Draconic Sorcery, and Wild Magic Sorcery subclasses.

ABERRANT SORCERY

Wield Unnatural Psionic Power

An alien influence has wrapped its tendrils around your mind, giving you psionic power. You can now touch other minds with that power and alter the world around you. Will this power shine from you as a hopeful beacon to others? Or will you be a terror to those who feel the stab of your mind?

Perhaps a psychic wind from the Astral Plane carried psionic energy to you, or you were exposed to the Far Realm's warping influence. Alternatively, you were implanted with a mind flayer tadpole, but your transformation into a mind flayer never occurred; now the tadpole's psionic power is yours. However you acquired this power, your mind is aflame with it.

LEVEL 3: PSIONIC SPELLS

When you reach a Sorcerer level specified in the Psionic Spells table, you thereafter always have the listed spells prepared.

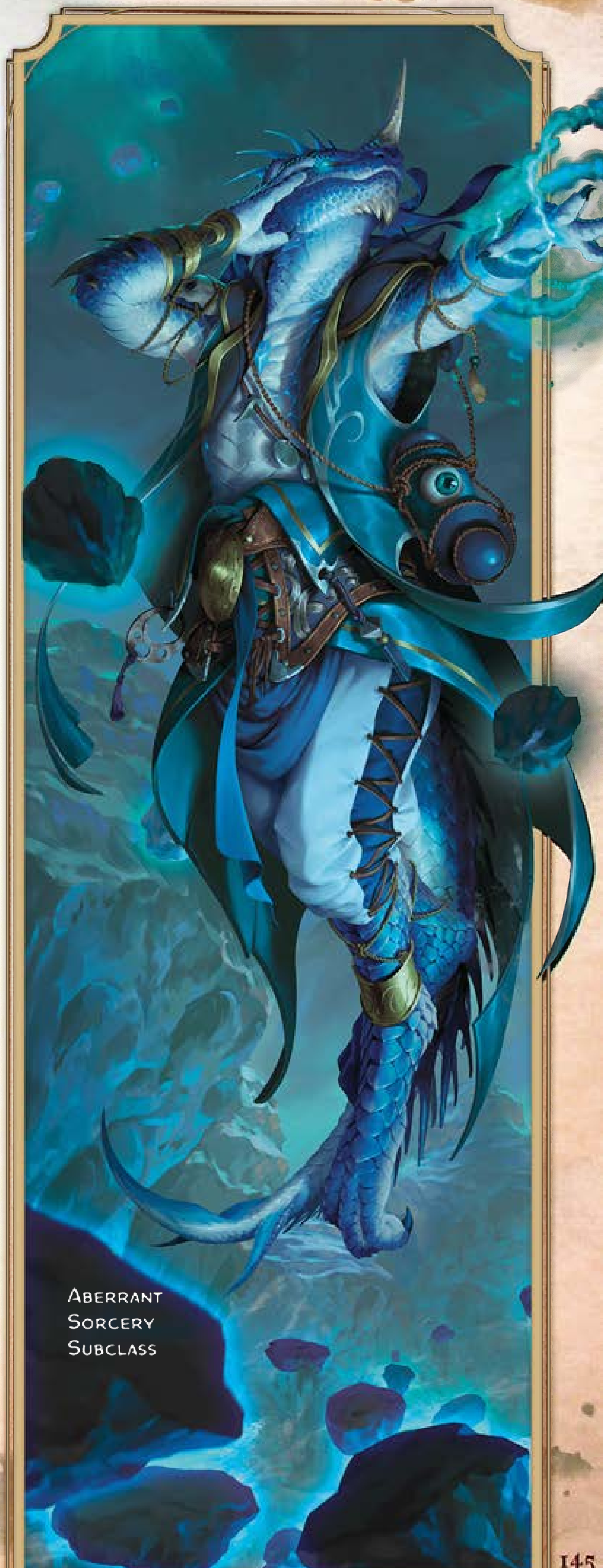
PSIONIC SPELLS

Sorcerer Level	Spells
3	*Arms of Hadar, Calm Emotions, Detect Thoughts, Dissonant Whispers, Mind Sliver*
5	*Hunger of Hadar, Sending*
7	*Evard's Black Tentacles, Summon Aberration*
9	*Rary's Telepathic Bond, Telekinesis*

LEVEL 3: TELEPATHIC SPEECH

You can form a telepathic connection between your mind and the mind of another. As a Bonus Action, choose one creature you can see within 30 feet of yourself. You and the chosen creature can communicate telepathically with each other while the two of you are within a number of miles of each other equal to your Charisma modifier (minimum of 1 mile). To understand each other, you each must mentally use a language the other knows.

The telepathic connection lasts for a number of minutes equal to your Sorcerer level. It ends early if you use this ability to form a connection with a different creature.



ABERRANT SORCERY SUBCLASS

IGNATIUS BUDI

LEVEL 6: PSIONIC SORCERY

When you cast any level 1+ spell from your Psionic Spells feature, you can cast it by expending a spell slot as normal or by spending a number of Sorcery Points equal to the spell's level. If you cast the spell using Sorcery Points, it requires no Verbal or Somatic components, and it requires no Material components unless they are consumed by the spell or have a cost specified in it.

LEVEL 6: PSYCHIC DEFENSES

You have Resistance to Psychic damage, and you have Advantage on saving throws to avoid or end the Charmed or Frightened condition.

LEVEL 14: REVELATION IN FLESH

You can unleash the aberrant truth hidden within yourself. As a Bonus Action, you can spend 1 Sorcery Point or more to magically alter your body for 10 minutes. For each Sorcery Point you spend, you gain one of the following benefits of your choice, the effects of which last until the alteration ends.

Aquatic Adaptation. You gain a Swim Speed equal to twice your Speed, and you can breathe underwater. Gills grow from your neck or flare behind your ears, and your fingers become webbed or you grow wriggling cilia.

Glistening Flight. You gain a Fly Speed equal to your Speed, and you can hover. As you fly, your skin glistens with mucus or otherworldly light.

See the Invisible. You can see any Invisible creature within 60 feet of yourself that isn't behind Total Cover. Your eyes also turn black or become writhing sensory tendrils.

Wormlike Movement. Your body, along with any equipment you are wearing or carrying, becomes slimy and pliable. You can move through any space as narrow as 1 inch, and you can spend 5 feet of movement to escape from nonmagical restraints or the Grappled condition.

LEVEL 18: WARPING IMPLOSION

You can unleash a space-warping anomaly. As a Magic action, you teleport to an unoccupied space you can see within 120 feet of yourself. Immediately after you disappear, each creature within 30 feet of the space you left must make a Strength saving throw against your spell save DC. On a failed save, a creature takes 3d10 Force damage and is pulled straight toward the space you left, ending in an unoccupied space as close to your former space as possible. On a successful save, the creature takes half as much damage only.

Once you use this feature, you can't do so again until you finish a Long Rest unless you spend 5 Sorcery Points (no action required) to restore your use of it.

CLOCKWORK SORCERY

Channel Cosmic Forces of Order

The cosmic force of order has suffused you with magic. That power arises from Mechanus or a realm like it—a plane of existence shaped entirely by clockwork efficiency. You or someone from your lineage might have become entangled in the machinations of modrons, the orderly beings who inhabit Mechanus. Perhaps your ancestor even took part in the Great Modron March. Whatever its origin within you, the power of order can seem strange to others, but for you, it's part of a vast and glorious system.

LEVEL 3: CLOCKWORK SPELLS

When you reach a Sorcerer level specified in the Clockwork Spells table, you thereafter always have the listed spells prepared.

CLOCKWORK SPELLS

Sorcerer Level	Spells
3	*Aid, Alarm, Lesser Restoration, Protection from Evil and Good*
5	*Dispel Magic, Protection from Energy*
7	*Freedom of Movement, Summon Construct*
9	*Greater Restoration, Wall of Force*

In addition, consult the Manifestations of Order table and choose or randomly determine a way your connection to order manifests while you are casting any of your Sorcerer spells.

MANIFESTATIONS OF ORDER

1d6	Manifestation
1	Spectral cogwheels hover behind you.
2	The hands of a clock spin in your eyes.
3	Your skin glows with a brassy sheen.
4	Floating equations and geometric objects overlay your body.
5	Your Spellcasting Focus temporarily takes the form of a Tiny clockwork mechanism.
6	The ticking of gears or ringing of a clock can be heard by you and those affected by your magic.

LEVEL 3: RESTORE BALANCE

Your connection to the plane of absolute order allows you to equalize chaotic moments. When a creature you can see within 60 feet of yourself is about to roll a d20 with Advantage or Disadvantage, you can take a Reaction to prevent the roll from being affected by Advantage and Disadvantage.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 6: BASTION OF LAW

You can tap into the grand equation of existence to imbue a creature with a shimmering shield of order. As a Magic action, you can expend 1 to 5 Sorcery Points to create a magical ward around yourself or another creature you can see within 30 feet of yourself. The ward is represented by a number of d8s equal to the number of Sorcery Points spent to create it. When the warded creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the total rolled on those dice.

The ward lasts until you finish a Long Rest or until you use this feature again.

LEVEL 14: TRANCE OF ORDER

You gain the ability to align your consciousness with the endless calculations of Mechanus. As a Bonus Action, you can enter this state for 1 minute. For the duration, attack rolls against you can't benefit from Advantage, and whenever you make a D20 Test, you can treat a roll of 9 or lower on the d20 as a 10.

Once you use this feature, you can't use it again until you finish a Long Rest unless you spend 5 Sorcery Points (no action required) to restore your use of it.

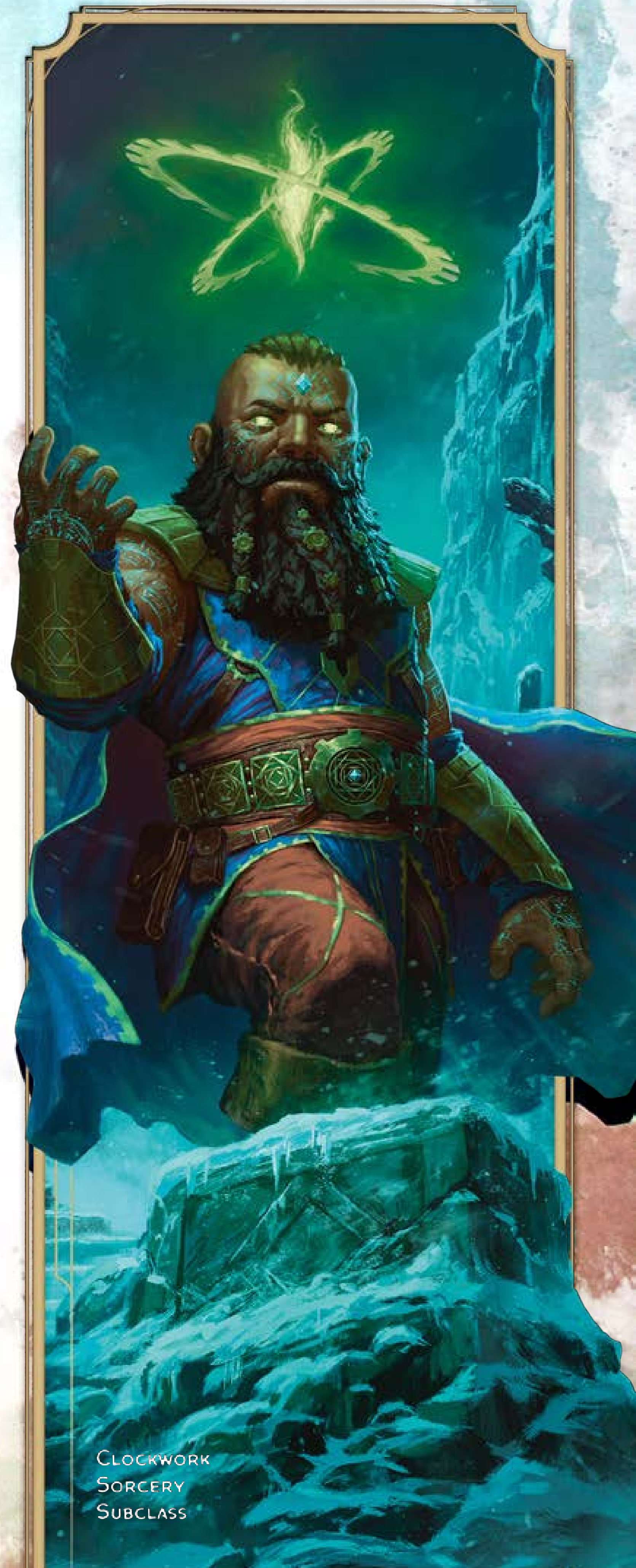
LEVEL 18: CLOCKWORK CAVALCADE

You momentarily summon spirits of order to expunge disorder around you. As a Magic action, you summon the spirits in a 30-foot Cube originating from you. The spirits look like modrons or other Constructs of your choice. The spirits are intangible and invulnerable, and they create the effects below within the Cube before vanishing. Once you use this action, you can't use it again until you finish a Long Rest unless you spend 7 Sorcery Points (no action required) to restore your use of it.

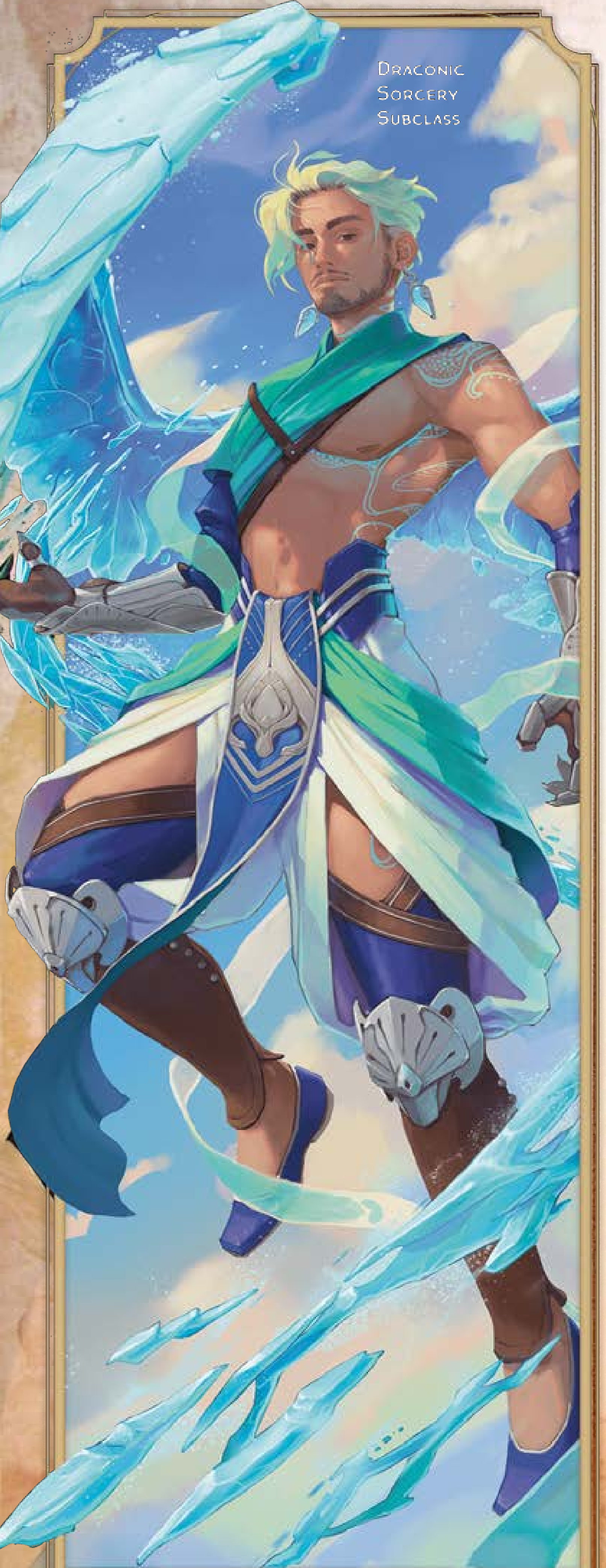
Heal. The spirits restore up to 100 Hit Points, divided as you choose among any number of creatures of your choice in the Cube.

Repair. Any damaged objects entirely in the Cube are repaired instantly.

Dispel. Every spell of level 6 and lower ends on creatures and objects of your choice in the Cube.



CLOCKWORK
SORCERY
SUBCLASS



Draconic Sorcery Subclass

DRACONIC SORCERY

Breathe the Magic of Dragons

Your innate magic comes from the gift of a dragon. Perhaps an ancient dragon facing death bequeathed some of its magical power to you or your ancestor. You might have absorbed magic from a site infused with dragons' power. Or perhaps you handled a treasure taken from a dragon's hoard that was steeped in draconic power. Or you might have a dragon for an ancestor.

LEVEL 3: DRACONIC RESILIENCE

The magic in your body manifests physical traits of your draconic gift. Your Hit Point maximum increases by 3, and it increases by 1 whenever you gain another Sorcerer level.

Parts of you are also covered by dragon-like scales. While you aren't wearing armor, your base Armor Class equals 10 plus your Dexterity and Charisma modifiers.

LEVEL 3: DRACONIC SPELLS

When you reach a Sorcerer level specified in the Draconic Spells table, you thereafter always have the listed spells prepared.

DRACONIC SPELLS

Sorcerer Level	Spells
3	*Alter Self, Chromatic Orb, Command, Dragon's Breath*
5	*Fear, Fly*
7	*Arcane Eye, Charm Monster*
9	*Legend Lore, Summon Dragon*

LEVEL 6: ELEMENTAL AFFINITY

Your draconic magic has an affinity with a damage type associated with dragons. Choose one of those types: Acid, Cold, Fire, Lightning, or Poison.

You have Resistance to that damage type, and when you cast a spell that deals damage of that type, you can add your Charisma modifier to one damage roll of that spell.

LEVEL 14: DRAGON WINGS

As a Bonus Action, you can cause draconic wings to appear on your back. The wings last for 1 hour or until you dismiss them (no action required). For the duration, you have a Fly Speed of 60 feet.

Once you use this feature, you can't use it again until you finish a Long Rest unless you spend 3 Sorcery Points (no action required) to restore your use of it.

LAUREN WALSH

LEVEL 18: DRAGON COMPANION

You can cast *Summon Dragon* without a Material component. You can also cast it once without a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest.

Whenever you start casting the spell, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting.

WILD MAGIC SORCERY

Unleash Chaotic Magic

Your innate magic stems from the forces of chaos that underlie the order of creation. You or an ancestor might have endured exposure to raw magic, perhaps through a planar portal leading to Limbo or the Elemental Planes. Perhaps you were blessed by a fey being or marked by a demon. Or your magic could be a fluke with no apparent cause. Whatever its source, this magic churns within you, waiting for any outlet.

LEVEL 3: WILD MAGIC SURGE

Your spellcasting can unleash surges of untamed magic. Once per turn, you can roll 1d20 immediately after you cast a Sorcerer spell with a spell slot. If you roll a 20, roll on the Wild Magic Surge table to create a magical effect.

If the magical effect is a spell, it is too wild to be affected by your Metamagic.

LEVEL 3: TIDES OF CHAOS

You can manipulate chaos itself to give yourself Advantage on one D20 Test before you roll the d20. Once you do so, you must cast a Sorcerer spell with a spell slot or finish a Long Rest before you can use this feature again.

If you do cast a Sorcerer spell with a spell slot before you finish a Long Rest, you automatically roll on the Wild Magic Surge table.

LEVEL 6: BEND LUCK

You have the ability to twist fate using your wild magic. Immediately after another creature you can see rolls the d20 for a D20 Test, you can take a Reaction and spend 1 Sorcery Point to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the d20 roll.

LEVEL 14: CONTROLLED CHAOS

You gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

WILD MAGIC
SORCERY
SUBCLASS

EKATERINA BURMAK

Level 18: Tamed Surge

Immediately after you cast a Sorcerer spell with a spell slot, you can create an effect of your choice from the Wild Magic Surge table instead of rolling on that table. You can choose any effect in the table except for the final row, and if the chosen effect involves a roll, you must make it.

Once you use this feature, you can't do so again until you finish a Long Rest.

Wild Magic Surge

1d100	Effect
01–04	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
05–08	A creature that is Friendly toward you appears in a random unoccupied space within 60 feet of you. The creature is under the DM's control and disappears 1 minute later. Roll 1d4 to determine the creature: on a **1**, a **Modron Duodrone** appears; on a **2**, a **Flumph** appears; on a **3**, a **Modron Monodrone** appears; on a **4**, a **Unicorn** appears. See the *Monster Manual* for the creature's stat block.
09–12	For the next minute, you regain 5 Hit Points at the start of each of your turns.
13–16	Creatures have Disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.
17–20	You are subjected to an effect that lasts for 1 minute unless its description says otherwise. Roll 1d8 to determine the effect: on a **1**, you're surrounded by faint, ethereal music only you and creatures within 5 feet of you can hear; on a **2**, your size increases by one size category; on a **3**, you grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode from your face and vanish; on a **4**, you must shout when you speak; on a **5**, illusory butterflies flutter in the air within 10 feet of you; on a **6**, an eye appears on your forehead, granting you Advantage on Wisdom (Perception) checks; on an **7**, pink bubbles float out of your mouth whenever you speak; on an **8**, your skin turns a vibrant shade of blue for 24 hours or until the effect is ended by a *Remove Curse* spell.
21–24	For the next minute, all your spells with a casting time of an action have a casting time of a Bonus Action.
25–28	You are transported to the Astral Plane until the end of your next turn. You then return to the space you previously occupied or the nearest unoccupied space if that space is occupied.
29–32	The next time you cast a spell that deals damage within the next minute, don't roll the spell's damage dice for the damage. Instead use the highest number possible for each damage die.
33–36	You have Resistance to all damage for the next minute.
37–40	You turn into a potted plant until the start of your next turn. While you're a plant, you have the Incapacitated condition and have Vulnerability to all damage. If you drop to 0 Hit Points, your pot breaks, and your form reverts.
41–44	For the next minute, you can teleport up to 20 feet as a Bonus Action on each of your turns.
45–48	You and up to three creatures you choose within 30 feet of you have the Invisible condition for 1 minute. This invisibility ends on a creature immediately after it makes an attack roll, deals damage, or casts a spell.
49–52	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to *Magic Missile*.
53–56	You can take one extra action on this turn.
57–60	You cast a random spell. If the spell normally requires Concentration, it doesn't require Concentration in this case; the spell lasts for its full duration. Roll 1d10 to determine the spell: on a **1**, *Confusion*; on a **2**, *Fireball*; on a **3**, *Fog Cloud*; on a **4**, *Fly* (cast on a random creature within 60 feet of you), on a **5**, *Grease*; on a **6**, *Levitate* (cast on yourself); on a **7**, *Magic Missile* (cast as a level 5 spell); on an **8**, *Mirror Image*; on a **9**, *Polymorph* (cast on yourself), and if you fail the saving throw, you turn into a **Goat** (see appendix B); on a **10**, *See Invisibility*.
61–64	For the next minute, any flammable, nonmagical object you touch that isn't being worn or carried by another creature bursts into flame, takes 1d4 Fire damage, and is burning.

WISNU TAN

1d100	Effect
65–68	If you die within the next hour, you immediately revive as if by the *Reincarnate* spell.
69–72	You have the Frightened condition until the end of your next turn. The DM determines the source of your fear.
73–76	You teleport up to 60 feet to an unoccupied space you can see.
77–80	A random creature within 60 feet of you has the Poisoned condition for 1d4 hours.
81–84	You radiate Bright Light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you has the Blinded condition until the end of its next turn.
85–88	Up to three creatures of your choice that you can see within 30 feet of you take 1d10 Necrotic damage. You regain Hit Points equal to the sum of the Necrotic damage dealt.
89–92	Up to three creatures of your choice that you can see within 30 feet of you take 4d10 Lightning damage.
93–96	You and all creatures within 30 feet of you have Vulnerability to Piercing damage for the next minute.
97–00	Roll 1d6: On a **1**, you regain 2d10 Hit Points; on a **2**, one ally of your choice within 300 feet of you regains 2d10 Hit Points; on a **3**, you regain your lowest-level expended spell slot; on a **4**, one ally of your choice within 300 feet of you regains their lowest-level expended spell slot; on a **5**, you regain all your expended Sorcery Points; on a **6**, all the effects of row 17–20 affect you simultaneously.

The Sorcerer Delina manipulates wild magic to create unpredictable wonders

WARLOCK

An Occultist Empowered by Otherworldly Pacts

CORE WARLOCK TRAITS

Primary Ability	Charisma
Hit Point Die	D8 per Warlock level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	*Choose 2:* Arcana, Deception, History, Intimidation, Investigation, Nature, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	Light armor
Starting Equipment	*Choose A or B:* (A) Leather Armor, Sickle, 2 Daggers, Arcane Focus (orb), Book (occult lore), Scholar's Pack, and 15 GP; or (B) 100 GP

WARLOCKS QUEST FOR KNOWLEDGE that lies hidden in the fabric of the multiverse. They often begin their search for magical power by delving into tomes of forbidden lore, dabbling in invocations meant to attract the power of extraplanar beings, or seeking places of power where the influence of these beings can be felt. In no time, each Warlock is drawn into a binding pact with a powerful patron. Drawing on the ancient knowledge of beings such as angels, archfey, demons, devils, hags, and alien entities of the Far Realm, Warlocks piece together arcane secrets to bolster their own power.

Warlocks view their patrons as resources, as means to the end of achieving magical power. Some Warlocks respect, revere, or even love their patrons; some serve their patrons grudgingly; and some seek to undermine their patrons even as they wield the power their patrons have given them.

Once a pact is made, a Warlock's thirst for knowledge and power can't be slaked with mere study. Most Warlocks spend their days pursuing greater power and deeper knowledge, which typically means some kind of adventure.

BECOMING A WARLOCK ...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Warlock Traits table.
- Gain the Warlock's level 1 features, which are listed in the Warlock Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Warlock Traits table: Hit Point Die and training with Light armor.
- Gain the Warlock's level 1 features, which are listed in the Warlock Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

WARLOCK CLASS FEATURES

As a Warlock, you gain the following class features when you reach the specified Warlock levels. These features are listed in the Warlock Features table.

LEVEL 1: ELDRITCH INVOCATIONS

You have unearthed Eldritch Invocations, pieces of forbidden knowledge that imbue you with an abiding magical ability or other lessons. You gain one invocation of your choice, such as Pact of the Tome. Invocations are described in the "Eldritch Invocation Options" section later in this class's description.

Prerequisites. If an invocation has a prerequisite, you must meet it to learn that invocation. For example, if an invocation requires you to be a level 5+ Warlock, you can select the invocation once you reach Warlock level 5.

Replacing and Gaining Invocations. Whenever you gain a Warlock level, you can replace one of your invocations with another one for which you qualify. You can't replace an invocation if it's a prerequisite for another invocation that you have.

When you gain certain Warlock levels, you gain more invocations of your choice, as shown in the Invocations column of the Warlock Features table.

You can't pick the same invocation more than once unless its description says otherwise.

LEVEL 1: PACT MAGIC

Through occult ceremony, you have formed a pact with a mysterious entity to gain magical powers. The entity is a voice in the shadows—its identity unclear—but its boon to you is concrete: the ability to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Warlock spells, which appear in the Warlock spell list later in the class's description.

Cantrips. You know two Warlock cantrips of your choice. *Eldritch Blast* and *Prestidigitation* are recommended. Whenever you gain a Warlock level, you can replace one of your cantrips from this feature with another Warlock cantrip of your choice.

When you reach Warlock levels 4 and 10, you learn another Warlock cantrip of your choice, as shown in the Cantrips column of the Warlock Features table.

Warlock Features

Level	Proficiency Bonus	Class Features	Eldritch Invocations	Cantrips	Prepared Spells	Spell Slots	Slot Level
1	+2	Eldritch Invocations, Pact Magic	1	2	2	1	1
2	+2	Magical Cunning	3	2	3	2	1
3	+2	Warlock Subclass	3	2	4	2	2
4	+2	Ability Score Improvement	3	3	5	2	2
5	+3	—	5	3	6	2	3
6	+3	Subclass feature	5	3	7	2	3
7	+3	—	6	3	8	2	4
8	+3	Ability Score Improvement	6	3	9	2	4
9	+4	Contact Patron	7	3	10	2	5
10	+4	Subclass feature	7	4	10	2	5
11	+4	Mystic Arcanum (level 6 spell)	7	4	11	3	5
12	+4	Ability Score Improvement	8	4	11	3	5
13	+5	Mystic Arcanum (level 7 spell)	8	4	12	3	5
14	+5	Subclass feature	8	4	12	3	5
15	+5	Mystic Arcanum (level 8 spell)	9	4	13	3	5
16	+5	Ability Score Improvement	9	4	13	3	5
17	+6	Mystic Arcanum (level 9 spell)	9	4	14	4	5
18	+6	—	10	4	14	4	5
19	+6	Epic Boon	10	4	15	4	5
20	+6	Eldritch Master	10	4	15	4	5

Spell Slots. The Warlock Features table shows how many spell slots you have to cast your Warlock spells of levels 1–5. The table also shows the level of those slots, all of which are the same level. You regain all expended Pact Magic spell slots when you finish a Short or Long Rest.

For example, when you're a level 5 Warlock, you have two level 3 spell slots. To cast the level 1 spell *Witch Bolt*, you must spend one of those slots, and you cast it as a level 3 spell.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Warlock spells. *Charm Person* and *Hex* are recommended.

The number of spells on your list increases as you gain Warlock levels, as shown in the Prepared Spells column of the Warlock Features table. Whenever that number increases, choose additional Warlock spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach level 6, for example, you learn a new Warlock spell, which can be of levels 1–3.

If another Warlock feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Warlock spells for you.

Changing Your Prepared Spells. Whenever you gain a Warlock level, you can replace one spell on your list with another Warlock spell of an eligible level.

Spellcasting Ability. Charisma is the spellcasting ability for your Warlock spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Warlock spells.

LEVEL 2: MAGICAL CUNNING

You can perform an esoteric rite for 1 minute. At the end of it, you regain expended Pact Magic spell slots but no more than a number equal to half your maximum (round up). Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 3: WARLOCK SUBCLASS

You gain a Warlock subclass of your choice. The Archfey Patron, Celestial Patron, Fiend Patron, and Great Old One Patron subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Warlock levels. For the rest of your career, you gain each of your subclass's features that are of your Warlock level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Warlock levels 8, 12, and 16.

Level 9: Contact Patron

In the past, you usually contacted your patron through intermediaries. Now you can communicate directly; you always have the *Contact Other Plane* spell prepared. With this feature, you can cast the spell without expending a spell slot to contact your patron, and you automatically succeed on the spell's saving throw.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest.

Level 11: Mystic Arcanum

Your patron grants you a magical secret called an arcanum. Choose one level 6 Warlock spell as this arcanum.

You can cast your arcanum spell once without expending a spell slot, and you must finish a Long Rest before you can cast it in this way again.

As shown in the Warlock Features table, you gain another Warlock spell of your choice that can be cast in this way when you reach Warlock levels 13 (level 7 spell), 15 (level 8 spell), and 17 (level 9 spell). You regain all uses of your Mystic Arcanum when you finish a Long Rest.

Whenever you gain a Warlock level, you can replace one of your arcanum spells with another Warlock spell of the same level.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Fate is recommended.

Level 20: Eldritch Master

When you use your Magical Cunning feature, you regain all your expended Pact Magic spell slots.

Eldritch Invocation Options

Eldritch Invocation options appear in alphabetical order.

Agonizing Blast

Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage

Choose one of your known Warlock cantrips that deals damage. You can add your Charisma modifier to that spell's damage rolls.

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Armor of Shadows

You can cast *Mage Armor* on yourself without expending a spell slot.

Ascendant Step

Prerequisite: Level 5+ Warlock

You can cast *Levitate* on yourself without expending a spell slot.

Devil's Sight

Prerequisite: Level 2+ Warlock

You can see normally in Dim Light and Darkness—both magical and nonmagical—within 120 feet of yourself.

Devouring Blade

Prerequisite: Level 12+ Warlock, Thirsting Blade Invocation

The Extra Attack of your Thirsting Blade invocation confers two extra attacks rather than one.

Eldritch Mind

You have Advantage on Constitution saving throws that you make to maintain Concentration.

Eldritch Smite

Prerequisite: Level 5+ Warlock, Pact of the Blade Invocation

Once per turn when you hit a creature with your pact weapon, you can expend a Pact Magic spell slot to deal an extra 1d8 Force damage to the target, plus another 1d8 per level of the spell slot, and you can give the target the Prone condition if it is Huge or smaller.

Eldritch Spear

Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage

Choose one of your known Warlock cantrips that deals damage and has a range of 10+ feet. When you cast that spell, its range increases by a number of feet equal to 30 times your Warlock level.

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Fiendish Vigor

Prerequisite: Level 2+ Warlock

You can cast *False Life* on yourself without expending a spell slot. When you cast the spell with this feature, you don't roll the die for the Temporary Hit Points; you automatically get the highest number on the die.

GAZE OF TWO MINDS
Prerequisite: Level 5+ Warlock

You can use a Bonus Action to touch a willing creature and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can take a Bonus Action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. The connection ends if you don't maintain it in this way.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you can cast spells as if you were in your space or the other creature's space if the two of you are within 60 feet of each other.

GIFT OF THE DEPTHS
Prerequisite: Level 5+ Warlock

You can breathe underwater, and you gain a Swim Speed equal to your Speed.

You can also cast *Water Breathing* once without expending a spell slot. You regain the ability to cast it in this way again when you finish a Long Rest.

GIFT OF THE PROTECTORS
Prerequisite: Level 9+ Warlock, Pact of the Tome Invocation

A new page appears in your *Book of Shadows* when you conjure it. With your permission, a creature can take an action to write its name on that page, which can contain a number of names equal to your Charisma modifier (minimum of one name).

When any creature whose name is on the page is reduced to 0 Hit Points but not killed outright, the creature magically drops to 1 Hit Point instead. Once this magic is triggered, no creature can benefit from it until you finish a Long Rest.

As a Magic action, you can erase a name on the page by touching it.

INVESTMENT OF THE CHAIN MASTER
Prerequisite: Level 5+ Warlock, Pact of the Chain Invocation

When you cast *Find Familiar*, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits.

Aerial or Aquatic. The familiar gains either a Fly Speed or a Swim Speed (your choice) of 40 feet.

Quick Attack. As a Bonus Action, you can command the familiar to take the Attack action.

Necrotic or Radiant Damage. Whenever the familiar deals Bludgeoning, Piercing, or Slashing damage, you can make it deal Necrotic or Radiant damage instead.

Your Save DC. If the familiar forces a creature to make a saving throw, it uses your spell save DC.

Resistance. When the familiar takes damage, you can take a Reaction to grant it Resistance against that damage.

LESSONS OF THE FIRST ONES
Prerequisite: Level 2+ Warlock

You have received knowledge from an elder entity of the multiverse, allowing you to gain one Origin feat of your choice (see chapter 5).

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different Origin feat.

LIFEDRINKER
Prerequisite: Level 9+ Warlock, Pact of the Blade Invocation

Once per turn when you hit a creature with your pact weapon, you can deal an extra 1d6 Necrotic, Psychic, or Radiant damage (your choice) to the creature, and you can expend one of your Hit Point Dice to roll it and regain a number of Hit Points equal to the roll plus your Constitution modifier (minimum of 1 Hit Point).

MASK OF MANY FACES
Prerequisite: Level 2+ Warlock

You can cast *Disguise Self* without expending a spell slot.

MASTER OF MYRIAD FORMS
Prerequisite: Level 5+ Warlock

You can cast *Alter Self* without expending a spell slot.

MISTY VISIONS
Prerequisite: Level 2+ Warlock

You can cast *Silent Image* without expending a spell slot.

ONE WITH SHADOWS
Prerequisite: Level 5+ Warlock

While you're in an area of Dim Light or Darkness, you can cast *Invisibility* on yourself without expending a spell slot.

OTHERWORLDLY LEAP
Prerequisite: Level 2+ Warlock

You can cast *Jump* on yourself without expending a spell slot.

PACT OF THE BLADE

As a Bonus Action, you can conjure a pact weapon in your hand—a Simple or Martial Melee weapon of your choice with which you bond—or create a bond with a magic weapon you touch; you can't bond with a magic weapon if someone else is attuned to it or another Warlock is bonded with it. Until the bond ends, you have proficiency with the weapon, and you can use it as a Spellcasting Focus.

Whenever you attack with the bonded weapon, you can use your Charisma modifier for the attack and damage rolls instead of using Strength or Dexterity; and you can cause the weapon to deal Necrotic, Psychic, or Radiant damage or its normal damage type.

Your bond with the weapon ends if you use this feature's Bonus Action again, if the weapon is more than 5 feet away from you for 1 minute or more, or if you die. A conjured weapon disappears when the bond ends.

Pact of the Chain

You learn the *Find Familiar* spell and can cast it as a Magic action without expending a spell slot.

When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: **Imp**, **Pseudodragon**, **Quasit**, **Skeleton**, **Slaad Tadpole**, **Sphinx of Wonder**, **Sprite**, or **Venomous Snake** (see appendix B for the familiar's stat block).

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its Reaction.

Pact of the Tome

Stitching together strands of shadow, you conjure forth a book in your hand at the end of a Short or Long Rest. This *Book of Shadows* (you determine its appearance) contains eldritch magic that only you can access, granting you the benefits below. The book disappears if you conjure another book with this feature or if you die.

Cantrips and Rituals. When the book appears, choose three cantrips, and choose two level 1 spells that have the Ritual tag. The spells can be from any class's spell list, and they must be spells you don't already have prepared. While the book is on your person, you have the chosen spells prepared, and they function as Warlock spells for you.

Spellcasting Focus. You can use the book as a Spellcasting Focus.

Repelling Blast

Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage via an Attack Roll

Choose one of your known Warlock cantrips that requires an attack roll. When you hit a Large or smaller creature with that cantrip, you can push the creature up to 10 feet straight away from you.

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Thirsting Blade

Prerequisite: Level 5+ Warlock, Pact of the Blade Invocation

You gain the Extra Attack feature for your pact weapon only. With that feature, you can attack twice with the weapon instead of once when you take the Attack action on your turn.

Visions of Distant Realms

Prerequisite: Level 9+ Warlock

You can cast *Arcane Eye* without expending a spell slot.

Whispers of the Grave

Prerequisite: Level 7+ Warlock

You can cast *Speak with Dead* without expending a spell slot.

Witch Sight

Prerequisite: Level 15+ Warlock

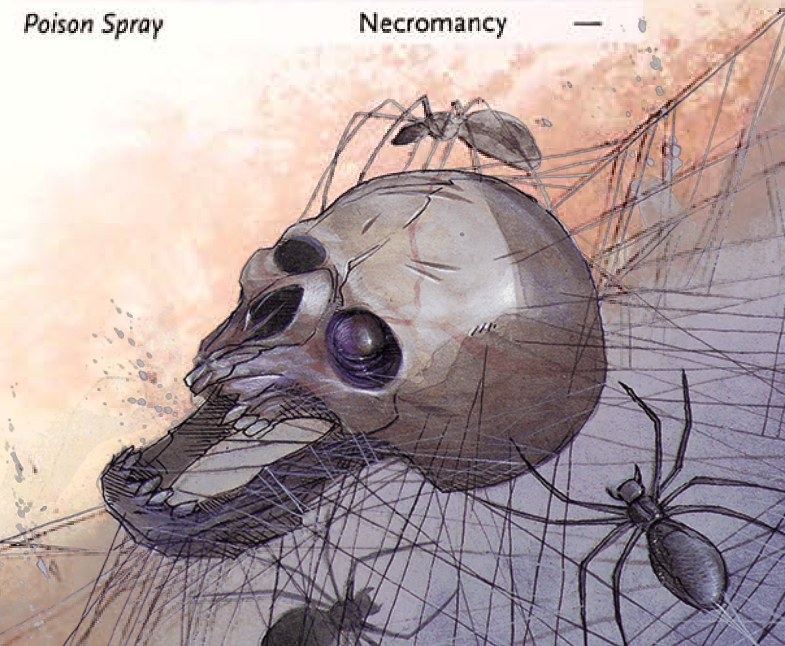
You have Truesight with a range of 30 feet.

Warlock Spell List

This section presents the Warlock spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

Cantrips (Level 0 Warlock Spells)

Spell	School	Special
Blade Ward	Abjuration	C
Chill Touch	Necromancy	—
Eldritch Blast	Evocation	—
Friends	Enchantment	C
Mage Hand	Conjuration	—
Mind Sliver	Enchantment	—
Minor Illusion	Illusion	—
Poison Spray	Necromancy	—



WAYNE ENGLAND

Spell	School	Special
Prestidigitation	Transmutation	—
Thunderclap	Evocation	—
Toll the Dead	Necromancy	—
True Strike	Divination	—

Level 1 Warlock Spells

Spell	School	Special
Armor of Agathys	Abjuration	—
Arms of Hadar	Conjuration	—
Bane	Enchantment	C
Charm Person	Enchantment	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Expeditious Retreat	Transmutation	C
Hellish Rebuke	Evocation	—
Hex	Enchantment	C
Illusory Script	Illusion	R, M
Protection from Evil and Good	Abjuration	C, M
Speak with Animals	Divination	R
Tasha's Hideous Laughter	Enchantment	C
Unseen Servant	Conjuration	R
Witch Bolt	Evocation	C

Level 2 Warlock Spells

Spell	School	Special
Cloud of Daggers	Conjuration	C
Crown of Madness	Enchantment	C
Darkness	Evocation	C
Enthrall	Enchantment	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Mind Spike	Divination	C
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Ray of Enfeeblement	Necromancy	C
Spider Climb	Transmutation	C
Suggestion	Enchantment	C

Level 3 Warlock Spells

Spell	School	Special
Counterspell	Abjuration	—
Dispel Magic	Abjuration	—
Fear	Illusion	C
Fly	Transmutation	C
Gaseous Form	Transmutation	C
Hunger of Hadar	Conjuration	C
Hypnotic Pattern	Illusion	C
Magic Circle	Abjuration	M
Major Image	Illusion	C
Remove Curse	Abjuration	—
Summon Fey	Conjuration	C, M
Summon Undead	Necromancy	C, M
Tongues	Divination	—
Vampiric Touch	Necromancy	C

Level 4 Warlock Spells

Spell	School	Special
Banishment	Abjuration	C
Blight	Necromancy	—
Charm Monster	Enchantment	—
Dimension Door	Conjuration	—
Hallucinatory Terrain	Illusion	—
Summon Aberration	Conjuration	C, M

Level 5 Warlock Spells

Spell	School	Special
Contact Other Plane	Divination	R
Dream	Illusion	—
Hold Monster	Enchantment	C
Jallarzi's Storm of Radiance	Evocation	C
Mislead	Illusion	C
Planar Binding	Abjuration	M
Scrying	Divination	C, M
Synaptic Static	Enchantment	—
Teleportation Circle	Conjuration	M

Level 6 Warlock Spells

Spell	School	Special
Arcane Gate	Conjuration	C
Circle of Death	Necromancy	M
Create Undead	Necromancy	M
Eyebite	Necromancy	C
Summon Fiend	Conjuration	C, M
Tasha's Bubbling Cauldron	Conjuration	M
True Seeing	Divination	M

LEVEL 7 WARLOCK SPELLS

Spell	School	Special
Etherealness	Conjuration	—
Finger of Death	Necromancy	—
Forcecage	Evocation	C, M
Plane Shift	Conjuration	M

LEVEL 8 WARLOCK SPELLS

Spell	School	Special
Befuddlement	Enchantment	—
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C
Glibness	Enchantment	—
Power Word Stun	Enchantment	—

LEVEL 9 WARLOCK SPELLS

Spell	School	Special
Astral Projection	Necromancy	M
Foresight	Divination	—
Gate	Conjuration	C, M
Imprisonment	Abjuration	M
Power Word Kill	Enchantment	—
True Polymorph	Transmutation	C
Weird	Illusion	C

WARLOCK SUBCLASSES

A Warlock subclass is a specialization that grants you features at certain Warlock levels, as specified in the subclass. This section presents the Archfey Patron, Celestial Patron, Fiend Patron, and Great Old One Patron subclasses.

ARCHFEY PATRON

Bargain with Whimsical Fey

Your pact draws on the power of the Feywild. When you choose this subclass, you might make a deal with an archfey, such as the Prince of Frost; the Queen of Air and Darkness, ruler of the Gloaming Court; Titania of the Summer Court; or an ancient hag. Or you might call on a spectrum of Fey, weaving a web of favors and debts. Whoever they are, your patron is often inscrutable and whimsical.

LEVEL 3: ARCHFEY SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Archfey Spells table, you thereafter always have the listed spells prepared.

ARCHFEY SPELLS

Warlock Level	Spells
3	*Calm Emotions, Faerie Fire, Misty Step, Phantasmal Force, Sleep*
5	*Blink, Plant Growth*
7	*Dominate Beast, Greater Invisibility*
9	*Dominate Person, Seeming*

LEVEL 3: STEPS OF THE FEY

Your patron grants you the ability to move between the boundaries of the planes. You can cast *Misty Step* without expending a spell slot a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

In addition, whenever you cast that spell, you can choose one of the following additional effects.

Refreshing Step. Immediately after you teleport, you or one creature you can see within 10 feet of yourself gains 1d10 Temporary Hit Points.

Taunting Step. Creatures within 5 feet of the space you left must succeed on a Wisdom saving throw against your spell save DC or have Disadvantage on attack rolls against creatures other than you until the start of your next turn.

LEVEL 6: MISTY ESCAPE

You can cast *Misty Step* as a Reaction in response to taking damage.

In addition, the following effects are now among your Steps of the Fey options.

Disappearing Step. You have the Invisible condition until the start of your next turn or until immediately after you make an attack roll, deal damage, or cast a spell.

Dreadful Step. Creatures within 5 feet of the space you left or the space you appear in (your choice) must succeed on a Wisdom saving throw against your spell save DC or take 2d10 Psychic damage.

LEVEL 10: BEGUILING DEFENSES

Your patron teaches you how to guard your mind and body. You are immune to the Charmed condition.

In addition, immediately after a creature you can see hits you with an attack roll, you can take a Reaction to reduce the damage you take by half (round down), and you can force the attacker to make a Wisdom saving throw against your spell save DC. On a failed save, the attacker takes Psychic damage equal to the damage you take. Once you use this Reaction, you can't use it again until you finish a Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.

Archfey Patron
Subclass

LEVEL 14: BEWITCHING MAGIC

Your patron grants you the ability to weave your magic with teleportation. Immediately after you cast an Enchantment or Illusion spell using an action and a spell slot, you can cast *Misty Step* as part of the same action and without expending a spell slot.

CELESTIAL PATRON

Call on the Power of the Heavens

Your pact draws on the Upper Planes, the realms of everlasting bliss. You might enter an agreement with an empyrean, a couatl, a sphinx, a unicorn, or another heavenly entity. Or you might call on numerous such beings as you pursue goals aligned with theirs. Your pact allows you to experience a hint of the holy light that illuminates the multiverse.

LEVEL 3: CELESTIAL SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Celestial Spells table, you thereafter always have the listed spells prepared.

CELESTIAL SPELLS

Warlock Level	Spells
3	*Aid, Cure Wounds, Guiding Bolt, Lesser Restoration, Light, Sacred Flame*
5	*Daylight, Revivify*
7	*Guardian of Faith, Wall of Fire*
9	*Greater Restoration, Summon Celestial*

LEVEL 3: HEALING LIGHT

You gain the ability to channel celestial energy to heal wounds. You have a pool of d6s to fuel this healing. The number of dice in the pool equals 1 plus your Warlock level.

As a Bonus Action, you can heal yourself or one creature you can see within 60 feet of yourself, expending dice from the pool. The maximum number of dice you can expend at once equals your Charisma modifier (minimum of one die). Roll the dice you expend, and restore a number of Hit Points equal to the roll's total. Your pool regains all expended dice when you finish a Long Rest.

LEVEL 6: RADIANT SOUL

Your link to your patron allows you to serve as a conduit for radiant energy. You have Resistance to Radiant damage. Once per turn, when a spell you cast deals Radiant or Fire damage, you can add your Charisma modifier to that spell's damage against one of the spell's targets.

LEVEL 10: CELESTIAL RESILIENCE

You gain Temporary Hit Points whenever you use your Magical Cunning feature or finish a Short or Long Rest. These Temporary Hit Points equal your Warlock level plus your Charisma modifier. Additionally, choose up to five creatures you can see when you gain the points. Those creatures each gain Temporary Hit Points equal to half your Warlock level plus your Charisma modifier.

LEVEL 14: SEARING VENGEANCE

When you or an ally within 60 feet of you is about to make a Death Saving Throw, you can unleash radiant energy to save the creature. The creature regains Hit Points equal to half its Hit Point maximum and can end the Prone condition on itself. Each creature of your choice that is within 30 feet of the creature takes Radiant damage equal to 2d8 plus your Charisma modifier, and each has the Blinded condition until the end of the current turn.

Once you use this feature, you can't use it again until you finish a Long Rest.

FIEND PATRON

Make a Deal with the Lower Planes

Your pact draws on the Lower Planes, the realms of perdition. You might forge a bargain with a demon lord such as Demogorgon or Orcus; an archdevil such as Asmodeus; or a pit fiend, balor, yugoloth, or night hag that is especially mighty. That patron's aims are evil—the corruption or destruction of all things, ultimately including you—and your path is defined by the extent to which you strive against those aims.

LEVEL 3: DARK ONE'S BLESSING

When you reduce an enemy to 0 Hit Points, you gain Temporary Hit Points equal to your Charisma modifier plus your Warlock level (minimum of 1 Temporary Hit Point). You also gain this benefit if someone else reduces an enemy within 10 feet of you to 0 Hit Points.

LEVEL 3: FIEND SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Fiend Spells table, you thereafter always have the listed spells prepared.

FIEND SPELLS

Warlock Level	Spells
3	*Burning Hands, Command, Scorching Ray, Suggestion*
5	*Fireball, Stinking Cloud*
7	*Fire Shield, Wall of Fire*
9	*Geas, Insect Plague*

CELESTIAL PATRON SUBCLASS

Level 6: Dark One's Own Luck

You can call on your fiendish patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add 1d10 to your roll. You can do so after seeing the roll but before any of the roll's effects occur.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), but you can use it no more than once per roll. You regain all expended uses when you finish a Long Rest.

Level 10: Fiendish Resilience

Choose one damage type, other than Force, whenever you finish a Short or Long Rest. You have Resistance to that damage type until you choose a different one with this feature.

Level 14: Hurl Through Hell

Once per turn when you hit a creature with an attack roll, you can try to instantly transport the target through the Lower Planes. The target must succeed on a Charisma saving throw against your spell save DC, or the target disappears and hurtles through a nightmare landscape. The target takes 8d10 Psychic damage if it isn't a Fiend, and it has the Incapacitated condition until the end of your next turn, when it returns to the space it previously occupied or the nearest unoccupied space.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.

Great Old One Patron

Unearth Forbidden Lore of Ineffable Beings

When you choose this subclass, you might bind yourself to an unspeakable being from the Far Realm or an elder god—a being such as Tharizdun, the Chained God; Zargon, the Returner; Hadar, the Dark Hunger; or Great Cthulhu. Or you might invoke several entities without yoking yourself to one. The motives of these beings are incomprehensible, and the Great Old One might be indifferent to your existence. But the secrets you've learned nevertheless allow you to draw strange magic from it.

Level 3: Awakened Mind

You can form a telepathic connection between your mind and the mind of another. As a Bonus Action, choose one creature you can see within 30 feet of yourself. You and the chosen creature can communicate telepathically with each other while the two of you are within a number of miles of each other equal to your Charisma modifier (minimum of 1 mile). To understand each other, you each must mentally use a language the other knows.

Fiend Patron Subclass

Jodie Muir

The telepathic connection lasts for a number of minutes equal to your Warlock level. It ends early if you use this feature to connect with a different creature.

LEVEL 3: GREAT OLD ONE SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Great Old One Spells table, you thereafter always have the listed spells prepared.

GREAT OLD ONE SPELLS

Warlock Level	Spells
3	*Detect Thoughts, Dissonant Whispers, Phantasmal Force, Tasha's Hideous Laughter*
5	*Clairvoyance, Hunger of Hadar*
7	*Confusion, Summon Aberration*
9	*Modify Memory, Telekinesis*

LEVEL 3: PSYCHIC SPELLS

When you cast a Warlock spell that deals damage, you can change its damage type to Psychic. In addition, when you cast a Warlock spell that is an Enchantment or Illusion, you can do so without Verbal or Somatic components.

LEVEL 6: CLAIRVOYANT COMBATANT

When you form a telepathic bond with a creature using your Awakened Mind, you can force that creature to make a Wisdom saving throw against your spell save DC. On a failed save, the creature has Disadvantage on attack rolls against you, and you have Advantage on attack rolls against that creature for the duration of the bond.

Once you use this feature, you can't use it again until you finish a Short or Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.

LEVEL 10: ELDRITCH HEX

Your alien patron grants you a powerful curse. You always have the *Hex* spell prepared. When you cast *Hex* and choose an ability, the target also has Disadvantage on saving throws of the chosen ability for the duration of the spell.

LEVEL 10: THOUGHT SHIELD

Your thoughts can't be read by telepathy or other means unless you allow it. You also have Resistance to Psychic damage, and whenever a creature deals Psychic damage to you, that creature takes the same amount of damage that you take.

LEVEL 14: CREATE THRALL

When you cast *Summon Aberration*, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting, and when summoned, the Aberration has a number of Temporary Hit Points equal to your Warlock level plus your Charisma modifier.

In addition, the first time each turn the Aberration hits a creature under the effect of your *Hex*, the Aberration deals extra Psychic damage to the target equal to the bonus damage of that spell.

GREAT OLD ONE
PATRON SUBCLASS

WIZARD

A Scholarly Magic-User of Arcane Power

Core Wizard Traits

Primary Ability	Intelligence
Hit Point Die	D6 per Wizard level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	*Choose 2:* Arcana, History, Insight, Investigation, Medicine, Nature, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	*Choose A or B:* (A) 2 Daggers, Arcane Focus (Quarterstaff), Robe, Spellbook, Scholar's Pack, and 5 GP; or (B) 55 GP

WIZARDS ARE DEFINED BY THEIR exhaustive study of magic's inner workings. They cast spells of explosive fire, arcing lightning, subtle deception, and spectacular transformations. Their magic conjures monsters from other planes of existence, glimpses the future, or forms protective barriers. Their mightiest spells change one substance into another, call meteors from the sky, or open portals to other worlds.

Most Wizards share a scholarly approach to magic. They examine the theoretical underpinnings of magic, particularly the categorization of spells into schools of magic. Renowned Wizards such as Bigby, Tasha, Mordenkainen, and Yolande have built on their studies to invent iconic spells now used across the multiverse.

The closest a Wizard is likely to come to an ordinary life is working as a sage or lecturer. Other Wizards sell their services as advisers, serve in military forces, or pursue lives of crime or domination.

But the lure of knowledge calls even the most unadventurous Wizards from the safety of their libraries and laboratories and into crumbling ruins and lost cities. Most Wizards believe that their counterparts in ancient civilizations knew secrets of magic that have been lost to the ages, and discovering those secrets could unlock the path to a power greater than any magic available in the present age.

Becoming a Wizard ...

As a Level 1 Character

- Gain all the traits in the Core Wizard Traits table.
- Gain the Wizard's level 1 features, which are listed in the Wizard Features table.

As a Multiclass Character

- Gain the Hit Point Die from the Core Wizard Traits table.
- Gain the Wizard's level 1 features, which are listed in the Wizard Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

Wizard Class Features

As a Wizard, you gain the following class features when you reach the specified Wizard levels. These features are listed in the Wizard Features table.

Level 1: Spellcasting

As a student of arcane magic, you have learned to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Wizard spells, which appear in the Wizard spell list later in the class's description.

Cantrips. You know three Wizard cantrips of your choice. *Light*, *Mage Hand*, and *Ray of Frost* are recommended. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice.

When you reach Wizard levels 4 and 10, you learn another Wizard cantrip of your choice, as shown in the Cantrips column of the Wizard Features table.

Spellbook. Your wizardly apprenticeship culminated in the creation of a unique book: your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you or someone casting *Identify*. You determine the book's appearance and materials, such as a gilt-edged tome or a collection of vellum bound with twine.

The book contains the level 1+ spells you know. It starts with six level 1 Wizard spells of your choice. *Detect Magic*, *Feather Fall*, *Mage Armor*, *Magic Missile*, *Sleep*, and *Thunderwave* are recommended.

Whenever you gain a Wizard level after 1, add two Wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown in the Wizard Features table. The spells are the culmination of arcane research you do regularly.

Spell Slots. The Wizard Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose four spells from your spellbook. The chosen spells must be of a level for which you have spell slots.

Wizard Features

Level	Proficiency Bonus	Class Features	Cantrips	Prepared Spells	—Spell Slots per Spell Level—								
					1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Ritual Adept, Arcane Recovery	3	4	2	—	—	—	—	—	—	—	—
2	+2	Scholar	3	5	3	—	—	—	—	—	—	—	—
3	+2	Wizard Subclass	3	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	7	4	3	—	—	—	—	—	—	—
5	+3	Memorize Spell	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	4	10	4	3	3	—	—	—	—	—	—
7	+3	—	4	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	4	12	4	3	3	2	—	—	—	—	—
9	+4	—	4	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass feature	5	15	4	3	3	3	2	—	—	—	—
11	+4	—	5	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	5	16	4	3	3	3	2	1	—	—	—
13	+5	—	5	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	5	18	4	3	3	3	2	1	1	—	—
15	+5	—	5	19	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	5	21	4	3	3	3	2	1	1	1	—
17	+6	—	5	22	4	3	3	3	2	1	1	1	1
18	+6	Spell Mastery	5	23	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	5	24	4	3	3	3	3	2	1	1	1
20	+6	Signature Spells	5	25	4	3	3	3	3	2	2	1	1

The number of spells on your list increases as you gain Wizard levels, as shown in the Prepared Spells column of the Wizard Features table. Whenever that number increases, choose additional Wizard spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Wizard, your list of prepared spells can include six spells of levels 1 and 2 in any combination, chosen from your spellbook.

If another Wizard feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Wizard spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your spellbook.

Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

Spellcasting Focus. You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells.

Level 1: Ritual Adept

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn't have the spell prepared, but you must read from the book to cast a spell in this way.

Level 1: Arcane Recovery

You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Wizard level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Wizard, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots.

Once you use this feature, you can't do so again until you finish a Long Rest.

Level 2: Scholar

While studying magic, you also specialized in another field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion. You have Expertise in the chosen skill.

Expanding and Replacing a Spellbook

The spells you add to your spellbook as you gain levels reflect your ongoing magical research, but you might find other spells during your adventures that you can add to the book. You could discover a Wizard spell on a *Spell Scroll*, for example, and then copy it into your spellbook.

Copying a Spell into the Book. When you find a level 1+ Wizard spell, you can copy it into your spellbook if it's of a level you can prepare and if you have time to copy it. For each level of the spell, the transcription takes 2 hours and costs 50 GP. Afterward you can prepare the spell like the other spells in your spellbook.

Copying the Book. You can copy a spell from your spellbook into another book. This is like copying a new spell into your spellbook but faster, since you already know how to cast the spell. You need spend only 1 hour and 10 GP for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the Wizard spells that you have prepared into a new spellbook. Filling out the remainder of the new book requires you to find new spells to do so. For this reason, many wizards keep a backup spellbook.

The elf queen Yolande awes a red dragon with her spell, *Yolande's Regal Presence*

Level 3: Wizard Subclass

You gain a Wizard subclass of your choice. The Abjurer, Diviner, Evoker, and Illusionist subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Wizard levels. For the rest of your career, you gain each of your subclass's features that are of your Wizard level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Wizard levels 8, 12, and 16.

Level 5: Memorize Spell

Whenever you finish a Short Rest, you can study your spellbook and replace one of the level 1+ Wizard spells you have prepared for your Spellcasting feature with another level 1+ spell from the book.

Level 18: Spell Mastery

You have achieved such mastery over certain spells that you can cast them at will. Choose a level 1 and a level 2 spell in your spellbook that have a casting time of an action. You always have those spells prepared, and you can cast them at their lowest level without expending a spell slot. To cast either spell at a higher level, you must expend a spell slot.

Whenever you finish a Long Rest, you can study your spellbook and replace one of those spells with an eligible spell of the same level from the book.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

Level 20: Signature Spells

Choose two level 3 spells in your spellbook as your signature spells. You always have these spells prepared, and you can cast each of them once at level 3 without expending a spell slot. When you do so, you can't cast them in this way again until you finish a Short or Long Rest. To cast either spell at a higher level, you must expend a spell slot.

WIZARD SPELL LIST

This section presents the Wizard spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

CANTRIPS (LEVEL 0 WIZARD SPELLS)

Spell	School	Special
Acid Splash	Evocation	—
Blade Ward	Abjuration	C
Chill Touch	Necromancy	—
Dancing Lights	Illusion	C
Elementalism	Transmutation	—
Fire Bolt	Evocation	—
Friends	Enchantment	C
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—
Mind Sliver	Enchantment	—
Minor Illusion	Illusion	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
Ray of Frost	Evocation	—
Shocking Grasp	Evocation	—
Thunderclap	Evocation	—
Toll the Dead	Necromancy	—
True Strike	Divination	—

LEVEL 1 WIZARD SPELLS

Spell	School	Special
Alarm	Abjuration	R
Burning Hands	Evocation	—
Charm Person	Enchantment	—
Chromatic Orb	Evocation	M
Color Spray	Illusion	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Expeditious Retreat	Transmutation	C
False Life	Necromancy	-
Feather Fall	Transmutation	—
Find Familiar	Conjuration	R, M
Fog Cloud	Conjuration	C
Grease	Conjuration	—
Ice Knife	Conjuration	—
Identify	Divination	R, M
Illusory Script	Illusion	R, M
Jump	Transmutation	—
Longstrider	Transmutation	—
Mage Armor	Abjuration	—
Magic Missile	Evocation	—
Protection from Evil and Good	Abjuration	C, M
Ray of Sickness	Necromancy	—
Shield	Abjuration	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Tasha's Hideous Laughter	Enchantment	C
Tenser's Floating Disk	Conjuration	R
Thunderwave	Evocation	—
Unseen Servant	Conjuration	R
Witch Bolt	Evocation	C

LEVEL 2 WIZARD SPELLS

Spell	School	Special
Alter Self	Transmutation	C
Arcane Lock	Abjuration	M
Arcane Vigor	Abjuration	—
Augury	Divination	R, M
Blindness/Deafness	Transmutation	—
Blur	Illusion	C
Cloud of Daggers	Conjuration	C
Continual Flame	Evocation	M
Crown of Madness	Enchantment	C
Darkness	Evocation	C
Darkvision	Transmutation	—
Detect Thoughts	Divination	C
Dragon's Breath	Transmutation	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Flaming Sphere	Evocation	C
Gentle Repose	Necromancy	R, M
Gust of Wind	Evocation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Levitate	Transmutation	C
Locate Object	Divination	C
Magic Mouth	Illusion	R, M

Spell	School	Special
Magic Weapon	Transmutation	—
Melf's Acid Arrow	Evocation	—
Mind Spike	Divination	C
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Nystul's Magic Aura	Illusion	—
Phantasmal Force	Illusion	C
Ray of Enfeeblement	Necromancy	C
Rope Trick	Transmutation	—
Scorching Ray	Evocation	—
See Invisibility	Divination	—
Shatter	Evocation	—
Spider Climb	Transmutation	C
Suggestion	Enchantment	C
Web	Conjuration	C

LEVEL 3 WIZARD SPELLS

Spell	School	Special
Animate Dead	Necromancy	—
Bestow Curse	Necromancy	C
Blink	Transmutation	—
Clairvoyance	Divination	C, M
Counterspell	Abjuration	—
Dispel Magic	Abjuration	—
Fear	Illusion	C
Feign Death	Necromancy	R
Fireball	Evocation	—
Fly	Transmutation	C
Gaseous Form	Transmutation	C
Glyph of Warding	Abjuration	M
Haste	Transmutation	C
Hypnotic Pattern	Illusion	C
Leomund's Tiny Hut	Evocation	R
Lightning Bolt	Evocation	—
Magic Circle	Abjuration	M
Major Image	Illusion	C
Nondetection	Abjuration	M
Phantom Steed	Illusion	R
Protection from Energy	Abjuration	C
Remove Curse	Abjuration	—
Sending	Divination	—
Sleet Storm	Conjuration	C
Slow	Transmutation	C
Speak with Dead	Necromancy	—
Stinking Cloud	Conjuration	C
Summon Fey	Conjuration	C, M
Summon Undead	Necromancy	C, M
Tongues	Divination	—
Vampiric Touch	Necromancy	C
Water Breathing	Transmutation	R

LEVEL 4 WIZARD SPELLS

Spell	School	Special
Arcane Eye	Divination	C
Banishment	Abjuration	C
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Conjure Minor Elementals	Conjuration	C
Control Water	Transmutation	C
Dimension Door	Conjuration	—
Divination	Divination	R, M
Evard's Black Tentacles	Conjuration	C
Fabricate	Transmutation	—
Fire Shield	Evocation	—
Greater Invisibility	Illusion	C
Hallucinatory Terrain	Illusion	—

Spell	School	Special
Ice Storm	Evocation	—
Leomund's Secret Chest	Conjuration	M
Locate Creature	Divination	C
Mordenkainen's Faithful Hound	Conjuration	—
Mordenkainen's Private Sanctum	Abjuration	—
Otiluke's Resilient Sphere	Abjuration	C
Phantasmal Killer	Illusion	C
Polymorph	Transmutation	C
Stone Shape	Transmutation	—
Stoneskin	Transmutation	C, M
Summon Aberration	Conjuration	C, M
Summon Construct	Conjuration	C, M
Summon Elemental	Conjuration	C, M
Vitriolic Sphere	Evocation	—
Wall of Fire	Evocation	C

LEVEL 5 WIZARD SPELLS

Spell	School	Special
Animate Objects	Transmutation	C
Bigby's Hand	Evocation	C
Circle of Power	Abjuration	C
Cloudkill	Conjuration	C
Cone of Cold	Evocation	—
Conjure Elemental	Conjuration	C
Contact Other Plane	Divination	R
Creation	Illusion	—
Dominate Person	Enchantment	C
Dream	Illusion	—
Geas	Enchantment	—
Hold Monster	Enchantment	C
Jallarzi's Storm of Radiance	Evocation	C
Legend Lore	Divination	M
Mislead	Illusion	C
Modify Memory	Enchantment	C
Passwall	Transmutation	—
Planar Binding	Abjuration	M
Rary's Telepathic Bond	Divination	R
Scrying	Divination	C, M
Seeming	Illusion	—
Steel Wind Strike	Conjuration	M
Summon Dragon	Conjuration	C, M
Synaptic Static	Enchantment	—
Telekinesis	Transmutation	C
Teleportation Circle	Conjuration	M
Wall of Force	Evocation	C
Wall of Stone	Evocation	C
Yolande's Regal Presence	Enchantment	C

LEVEL 6 WIZARD SPELLS

Spell	School	Special
Arcane Gate	Conjuration	C
Chain Lightning	Evocation	—
Circle of Death	Necromancy	M
Contingency	Abjuration	M
Create Undead	Necromancy	M
Disintegrate	Transmutation	—
Drawmij's Instant Summons	Conjuration	R, M
Eyebite	Necromancy	C
Flesh to Stone	Transmutation	C
Globe of Invulnerability	Abjuration	C
Guards and Wards	Abjuration	M
Magic Jar	Necromancy	M
Mass Suggestion	Enchantment	—
Move Earth	Transmutation	C
Otiluke's Freezing Sphere	Evocation	—
Otto's Irresistible Dance	Enchantment	C
Programmed Illusion	Illusion	M
Summon Fiend	Conjuration	C, M
Sunbeam	Evocation	C
Tasha's Bubbling Cauldron	Conjuration	M
True Seeing	Divination	M
Wall of Ice	Evocation	C

LEVEL 7 WIZARD SPELLS

Spell	School	Special
Delayed Blast Fireball	Evocation	C
Etherealness	Conjuration	—
Finger of Death	Necromancy	—
Forcecage	Evocation	C, M
Mirage Arcane	Illusion	—
Mordenkainen's Magnificent Mansion	Conjuration	M
Mordenkainen's Sword	Evocation	C, M
Plane Shift	Conjuration	M
Prismatic Spray	Evocation	—
Project Image	Illusion	C, M

The Wizard Leomund studies spellbooks to prepare his magic.

Spell	School	Special
Reverse Gravity	Transmutation	C
Sequester	Transmutation	M
Simulacrum	Illusion	M
Symbol	Abjuration	M
Teleport	Conjuration	—

LEVEL 8 WIZARD SPELLS

Spell	School	Special
Antimagic Field	Abjuration	C
Antipathy/Sympathy	Enchantment	—
Befuddlement	Enchantment	—
Clone	Necromancy	M
Control Weather	Transmutation	C
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C
Incendiary Cloud	Conjuration	C
Maze	Conjuration	C
Mind Blank	Abjuration	—
Power Word Stun	Enchantment	—
Sunburst	Evocation	—
Telepathy	Divination	—

LEVEL 9 WIZARD SPELLS

Spell	School	Special
Astral Projection	Necromancy	M
Foresight	Divination	—
Gate	Conjuration	C, M
Imprisonment	Abjuration	M
Meteor Swarm	Evocation	—
Power Word Kill	Enchantment	—
Prismatic Wall	Abjuration	—
Shapechange	Transmutation	C, M
Time Stop	Transmutation	—
True Polymorph	Transmutation	C
Weird	Illusion	C
Wish	Conjuration	—

Abjurer Subclass

CAROLINE GARIBA

WIZARD SUBCLASSES

A Wizard subclass is a specialization that grants you features at certain Wizard levels, as specified in the subclass. This section presents the Abjurer, Diviner, Evoker, and Illusionist subclasses.

ABJURER

Shield Companions and Banish Foes

Your study of magic is focused on spells that block, banish, or protect—ending harmful effects, banishing evil influences, and protecting the weak. Abjurers are sought when baleful spirits require exorcism, when locations must be guarded against magical spying, and when portals to other planes of existence must be closed. Adventuring parties value Abjurers for the protection they provide against a variety of hostile magic and other attacks.

LEVEL 3: ABJURATION SAVANT

Choose two Wizard spells from the Abjuration school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Abjuration school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: ARCANE WARD

You can weave magic around yourself for protection. When you cast an Abjuration spell with a spell slot, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a Long Rest. The ward has a Hit Point maximum equal to twice your Wizard level plus your Intelligence modifier. Whenever you take damage, the ward takes the damage instead, and if you have any Resistances or Vulnerabilities, apply them before reducing the ward's Hit Points. If the damage reduces the ward to 0 Hit Points, you take any remaining damage. While the ward has 0 Hit Points, it can't absorb damage, but its magic remains.

Whenever you cast an Abjuration spell with a spell slot, the ward regains a number of Hit Points equal to twice the level of the spell slot. Alternatively, as a Bonus Action, you can expend a spell slot, and the ward regains a number of Hit Points equal to twice the level of the spell slot expended.

Once you create the ward, you can't create it again until you finish a Long Rest.

LEVEL 6: PROJECTED WARD

When a creature that you can see within 30 feet of yourself takes damage, you can take a Reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 Hit Points, the warded creature takes any remaining damage. If that creature has any Resistances or Vulnerabilities, apply them before reducing the ward's Hit Points.

LEVEL 10: SPELL BREAKER

You always have the *Counterspell* and *Dispel Magic* spells prepared. In addition, you can cast *Dispel Magic* as a Bonus Action, and you can add your Proficiency Bonus to its ability check.

When you cast either spell with a spell slot, that slot isn't expended if the spell fails to stop a spell.

LEVEL 14: SPELL RESISTANCE

You have Advantage on saving throws against spells, and you have Resistance to the damage of spells.

DIVINER

Learn the Secrets of the Multiverse

The counsel of a Diviner is sought by those who want a clearer understanding of the past, present, and future. As a Diviner, you strive to part the veils of space, time, and consciousness. You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight.

LEVEL 3: DIVINATION SAVANT

Choose two Wizard spells from the Divination school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Divination school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: PORTENT

Glimpses of the future begin to press on your awareness. Whenever you finish a Long Rest, roll two d20s and record the numbers rolled. You can replace any D20 Test made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a Long Rest, you lose any unused foretelling rolls.

LEVEL 6: EXPERT DIVINATION

Casting Divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a Divination spell using a level 2+ spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the slot you expended and can't be higher than level 5.

LEVEL 10: THE THIRD EYE

You can increase your powers of perception. As a Bonus Action, choose one of the following benefits, which lasts until you start a Short or Long Rest. You can't use this feature again until you finish a Short or Long Rest.

Darkvision. You gain Darkvision with a range of 120 feet.

Greater Comprehension. You can read any language.

See Invisibility. You can cast *See Invisibility* without expending a spell slot.

LEVEL 14: GREATER PORTENT

The visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. Roll three d20s for your Portent feature rather than two.

DIVINER
SUBCLASS

Evoker Subclass

EVOKER

Create Explosive Elemental Effects

Your studies focus on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some Evokers find employment in military forces, serving as artillery to blast armies from afar. Others use their power to protect others, while some seek their own gain.

LEVEL 3: EVOCATION SAVANT

Choose two Wizard spells from the Evocation school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Evocation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: POTENT CANTRIP

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

LEVEL 6: SCULPT SPELLS

You can create pockets of relative safety within the effects of your evocations. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 plus the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

LEVEL 10: EMPOWERED EVOCATION

Whenever you cast a Wizard spell from the Evocation school, you can add your Intelligence modifier to one damage roll of that spell.

LEVEL 14: OVERCHANNEL

You can increase the power of your spells. When you cast a Wizard spell with a spell slot of levels 1–5 that deals damage, you can deal maximum damage with that spell on the turn you cast it.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a Long Rest, you take 2d12 Necrotic damage for each level of the spell slot immediately after you cast it. This damage ignores Resistance and Immunity.

Each time you use this feature again before finishing a Long Rest, the Necrotic damage per spell level increases by 1d12.

CAROLINE GARIBA

Illusionist

Weave Subtle Spells of Deception

You specialize in magic that dazzles the senses and tricks the mind, and the illusions you craft make the impossible seem real.

Level 3: Illusion Savant

Choose two Wizard spells from the Illusion school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Illusion school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

Level 3: Improved Illusions

You can cast Illusion spells without providing Verbal components, and if an Illusion spell you cast has a range of 10+ feet, the range increases by 60 feet.

You also know the *Minor Illusion* cantrip. If you already know it, you learn a different Wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known. You can create both a sound and an image with a single casting of *Minor Illusion*, and you can cast it as a Bonus Action.

Level 6: Phantasmal Creatures

You always have the *Summon Beast* and *Summon Fey* spells prepared. Whenever you cast either spell, you can change its school to Illusion, which causes the summoned creature to appear spectral. You can cast the Illusion version of each spell without expending a spell slot, but casting it without a slot halves the creature's Hit Points. Once you cast either spell without a spell slot, you must finish a Long Rest before you can cast the spell in that way again.

Level 10: Illusory Self

When a creature hits you with an attack roll, you can take a Reaction to interpose an illusory duplicate of yourself between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

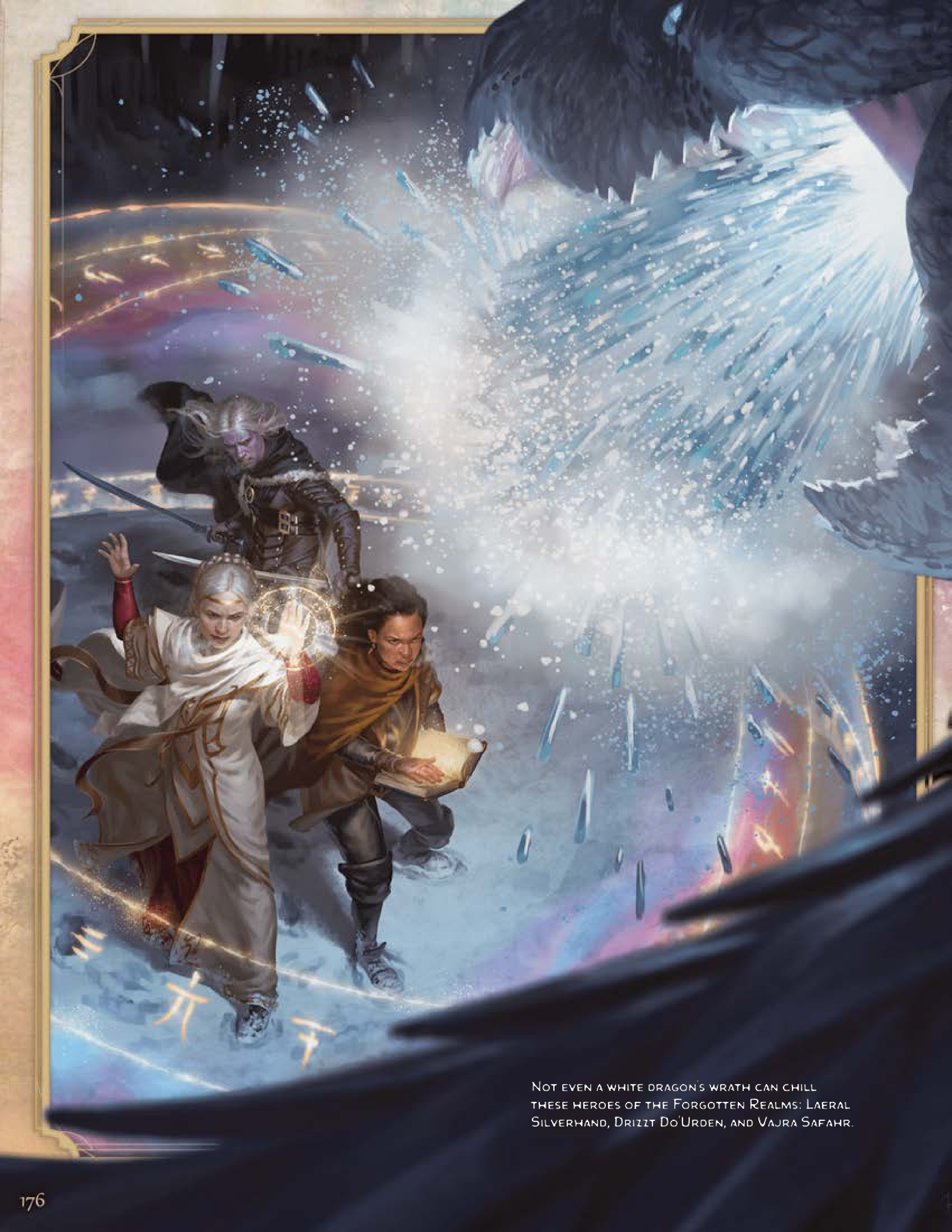
Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

Level 14: Illusory Reality

You have learned to weave shadow magic into your illusions to give them a semi-reality. When you cast an Illusion spell with a spell slot, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a Bonus Action while the spell is ongoing. The object remains real for 1 minute, during which it can't deal damage or give any conditions. For example, you can create an illusion of a bridge over a chasm and then make it real and cross it.

POLAR ENGINE

Illusionist Subclass



Not even a white dragon's wrath can chill these heroes of the Forgotten Realms: Laeral Silverhand, Drizzt Do'Urden, and Vajra Safahr.

CHAPTER 4

CHARACTER ORIGINS

THIS CHAPTER DESCRIBES THE TWO components of an adventurer's origin: background and species. Together, these elements suggest your character's early experience and family origin before taking up the adventuring life and learning the capabilities of a class (described in chapter 3).

ORIGIN COMPONENTS

Each part of your character's origin reflects facets of your character, their life, and the circumstances that started them on the path to adventure.

If you choose a background or a species from an older book, see the sidebar "Backgrounds and Species from Older Books" in chapter 2 for how to use them with the options here.

CHARACTER BACKGROUNDS

Your character's background is a collection of characteristics that represent the place and occupation that were most formative before your character embarked on a life of adventure.

Each background includes a brief narrative of what your character's past might have been like. Alter the details of this narrative however you like.

PARTS OF A BACKGROUND

A background includes the following parts.

Ability Scores. A background lists three of your character's ability scores. Increase one by 2 and another one by 1, or increase all three by 1. None of these increases can raise a score above 20.

Feat. A background gives your character a specified Origin feat (described in chapter 5).

Skill Proficiencies. A background gives your character proficiency in two specified skills.

Tool Proficiency. Each background gives a character proficiency with one tool—either a specific tool or one chosen from the Artisan's Tools category. Tools are detailed in chapter 6.

Equipment. Each background offers a choice between a package of equipment and 50 GP.

CHARACTER SPECIES

When you choose your character's species, you determine whether your character is a human or a member of a fantastical species, such as dragonborn or gnome.

The peoples of the D&D multiverse hail from different worlds and include many kinds of sapient life forms. A player character's species is the set of game traits that an adventurer gains from being one of those life forms.

Some species can trace their origin to a single world, plane of existence, or god, while other species first appeared in multiple realms at once. Whatever a species' genesis, its members have spread across the multiverse and contribute to many different cultures.

Members of most species live for about 80 years, with exceptions noted in the text about the species in this chapter. Regardless of life span, members of all species reach physical maturity at about the same age. Your character can be any age that isn't beyond their species' normal life span.

PARTS OF A SPECIES

A species includes the following parts.

Creature Type. A character's species determines the character's creature type, which is described in the rules glossary. Every species in this chapter is Humanoid; playable non-Humanoid species appear in other D&D books.

Size. Your character's species determines the character's size. Individuals within a species cover a wide range of heights, and some species include such diversity of size that you can choose whether your character is Small or Medium.

Speed. Your character's species determines the character's Speed.

Special Traits. Each species gives a character special traits—unique characteristics based on the species' physiology or magical nature. When you choose a species, your character gets all the special traits listed for it. Some traits involve making a choice from a handful of options.

BACKGROUND DESCRIPTIONS

Sixteen backgrounds are presented in this section in alphabetical order:

Acolyte
Artisan
Charlatan
Criminal
Entertainer
Farmer
Guard
Guide
Hermit
Merchant
Noble
Sage
Sailor
Scribe
Soldier
Wayfarer

Not even a white dragon's wrath can chill these heroes of the Forgotten Realms: Laeral Silverhand, Drizzt Do'Urden, and Vajra Safahr.

CHRIS RALLIS

ACOLYTE

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Magic Initiate (Cleric) (see chapter 5)

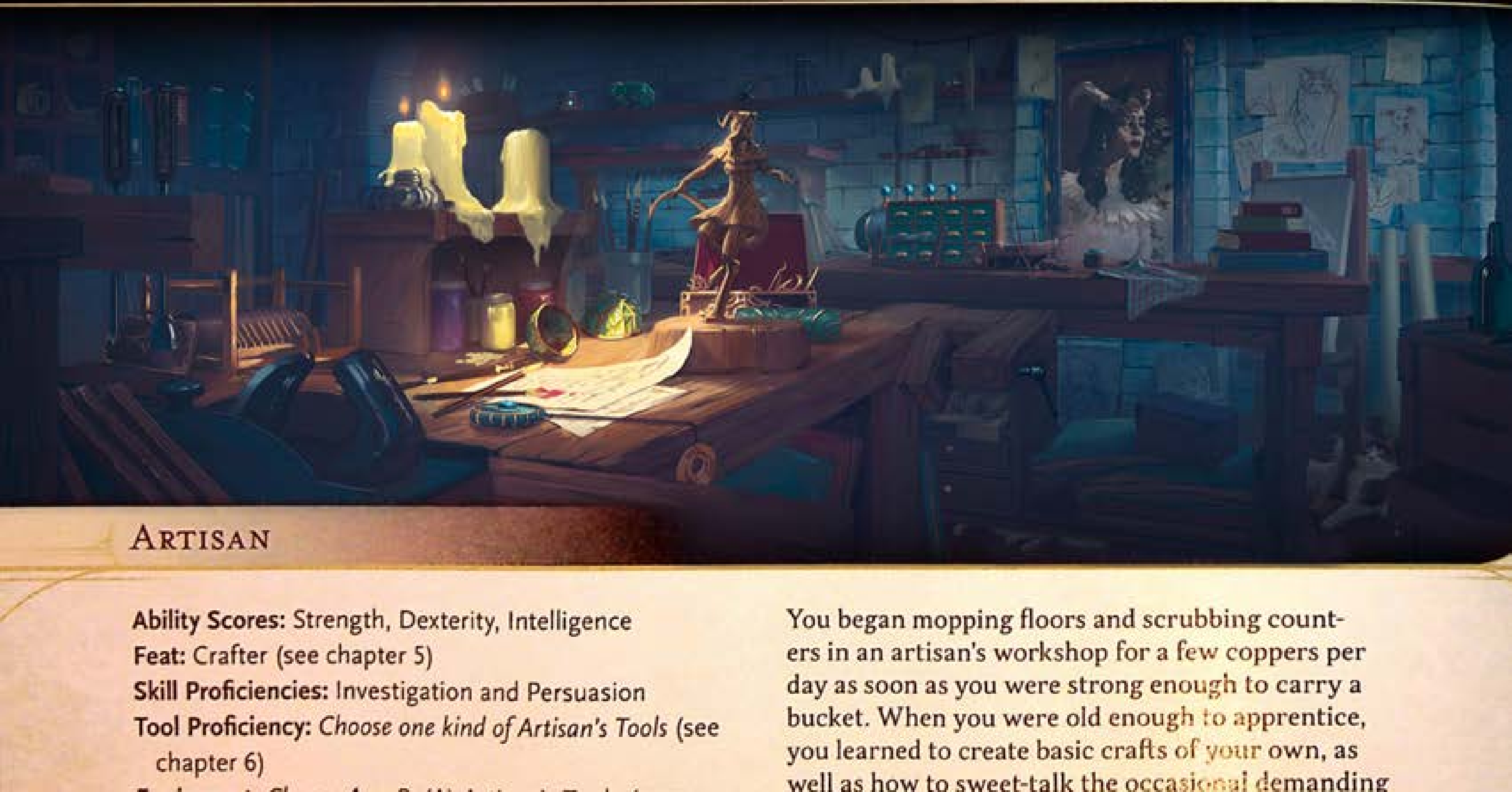
Skill Proficiencies: Insight and Religion

Tool Proficiency: Calligrapher's Supplies

Equipment: *Choose A or B:* (A) Calligrapher's Supplies, Book (prayers), Holy Symbol, Parchment (10 sheets), Robe, 8 GP; or (B) 50 GP

You devoted yourself to service in a temple, either nestled in a town or secluded in a sacred grove. There you performed rites in honor of a god or pantheon. You served under a priest and studied religion. Thanks to your priest's instruction and your own devotion, you also learned how to channel a modicum of divine power in service to your place of worship and the people who prayed there.

TITUS LUNTER



ARTISAN

Ability Scores: Strength, Dexterity, Intelligence

Feat: Crafter (see chapter 5)

Skill Proficiencies: Investigation and Persuasion

Tool Proficiency: *Choose one kind of Artisan's Tools* (see chapter 6)

Equipment: *Choose A or B:* (A) Artisan's Tools (same as above), 2 Pouches, Traveler's Clothes, 32 GP; or (B) 50 GP

You began mopping floors and scrubbing counters in an artisan's workshop for a few coppers per day as soon as you were strong enough to carry a bucket. When you were old enough to apprentice, you learned to create basic crafts of your own, as well as how to sweet-talk the occasional demanding customer. Your trade has also given you a keen eye for detail.

LUCA BANCONE

CHARLATAN

Ability Scores: Dexterity, Constitution, Charisma
Feat: Skilled (see chapter 5)
Skill Proficiencies: Deception and Sleight of Hand
Tool Proficiency: Forgery Kit
Equipment: *Choose A or B:* (A) Forgery Kit, Costume, Fine Clothes, 15 GP; or (B) 50 GP

Once you were old enough to order an ale, you soon had a favorite stool in every tavern within ten miles of where you were born. As you traveled the circuit from public house to watering hole, you learned to prey on unfortunates who were in the market for a comforting lie or two—perhaps a sham potion or forged ancestry records.

CRIMINAL

Ability Scores: Dexterity, Constitution, Intelligence
Feat: Alert (see chapter 5)
Skill Proficiencies: Sleight of Hand and Stealth
Tool Proficiency: Thieves' Tools
Equipment: *Choose A or B:* (A) 2 Daggers, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes, 16 GP; or (B) 50 GP

You eked out a living in dark alleyways, cutting purses or burgling shops. Perhaps you were part of a small gang of like-minded wrongdoers who looked out for each other. Or maybe you were a lone wolf, fending for yourself against the local thieves' guild and more fearsome lawbreakers.

ENTERTAINER

Ability Scores: Strength, Dexterity, Charisma
Feat: Musician (see chapter 5)
Skill Proficiencies: Acrobatics and Performance
Tool Proficiency: *Choose one kind of Musical Instrument* (see chapter 6)
Equipment: *Choose A or B:* (A) Musical Instrument (same as above), 2 Costumes, Mirror, Perfume, Traveler's Clothes, 11 GP; or (B) 50 GP

You spent much of your youth following roving fairs and carnivals, performing odd jobs for musicians and acrobats in exchange for lessons. You may have learned how to walk a tightrope, how to play a lute in a distinct style, or how to recite poetry with impeccable diction. To this day, you thrive on applause and long for the stage.

FARMER

Ability Scores: Strength, Constitution, Wisdom
Feat: Tough (see chapter 5)
Skill Proficiencies: Animal Handling and Nature
Tool Proficiency: Carpenter's Tools
Equipment: *Choose A or B:* (A) Sickle, Carpenter's Tools, Healer's Kit, Iron Pot, Shovel, Traveler's Clothes, 30 GP; or (B) 50 GP

You grew up close to the land. Years tending animals and cultivating the earth rewarded you with patience and good health. You have a keen appreciation for nature's bounty alongside a healthy respect for nature's wrath.

GUARD

Ability Scores: Strength, Intelligence, Wisdom
Feat: Alert (see chapter 5)
Skill Proficiencies: Athletics and Perception
Tool Proficiency: *Choose one kind of Gaming Set* (see chapter 6)
Equipment: *Choose A or B:* (A) Spear, Light Crossbow, 20 Bolts, Gaming Set (same as above), Hooded Lantern, Manacles, Quiver, Traveler's Clothes, 12 GP; or (B) 50 GP

Your feet ache when you remember the countless hours you spent at your post in the tower. You were trained to keep one eye looking outside the wall, watching for marauders sweeping from the nearby forest, and your other eye looking inside the wall, searching for cutpurses and troublemakers.

GUIDE

Ability Scores: Dexterity, Constitution, Wisdom
Feat: Magic Initiate (Druid) (see chapter 5)
Skill Proficiencies: Stealth and Survival
Tool Proficiency: Cartographer's Tools
Equipment: *Choose A or B:* (A) Shortbow, 20 Arrows, Cartographer's Tools, Bedroll, Quiver, Tent, Traveler's Clothes, 3 GP; or (B) 50 GP

You came of age outdoors, far from settled lands. Your home was anywhere you chose to spread your bedroll. There are wonders in the wilderness—strange monsters, pristine forests and streams, overgrown ruins of great halls once trod by giants—and you learned to fend for yourself as you explored them. From time to time, you guided friendly nature priests who instructed you in the fundamentals of channeling the magic of the wild.

HERMIT

Ability Scores: Constitution, Wisdom, Charisma

Feat: Healer (see chapter 5)

Skill Proficiencies: Medicine and Religion

Tool Proficiency: Herbalism Kit

Equipment: *Choose A or B:* (A) Quarterstaff, Herbalism Kit, Bedroll, Book (philosophy), Lamp, Oil (3 flasks), Traveler's Clothes, 16 GP; or (B) 50 GP

You spent your early years secluded in a hut or monastery located well beyond the outskirts of the nearest settlement. In those days, your only companions were the creatures of the forest and those who would occasionally visit to bring news of the outside world and supplies. The solitude allowed you to spend many hours pondering the mysteries of creation.

MERCHANT

Ability Scores: Constitution, Intelligence, Charisma

Feat: Lucky (see chapter 5)

Skill Proficiencies: Animal Handling and Persuasion

Tool Proficiency: Navigator's Tools

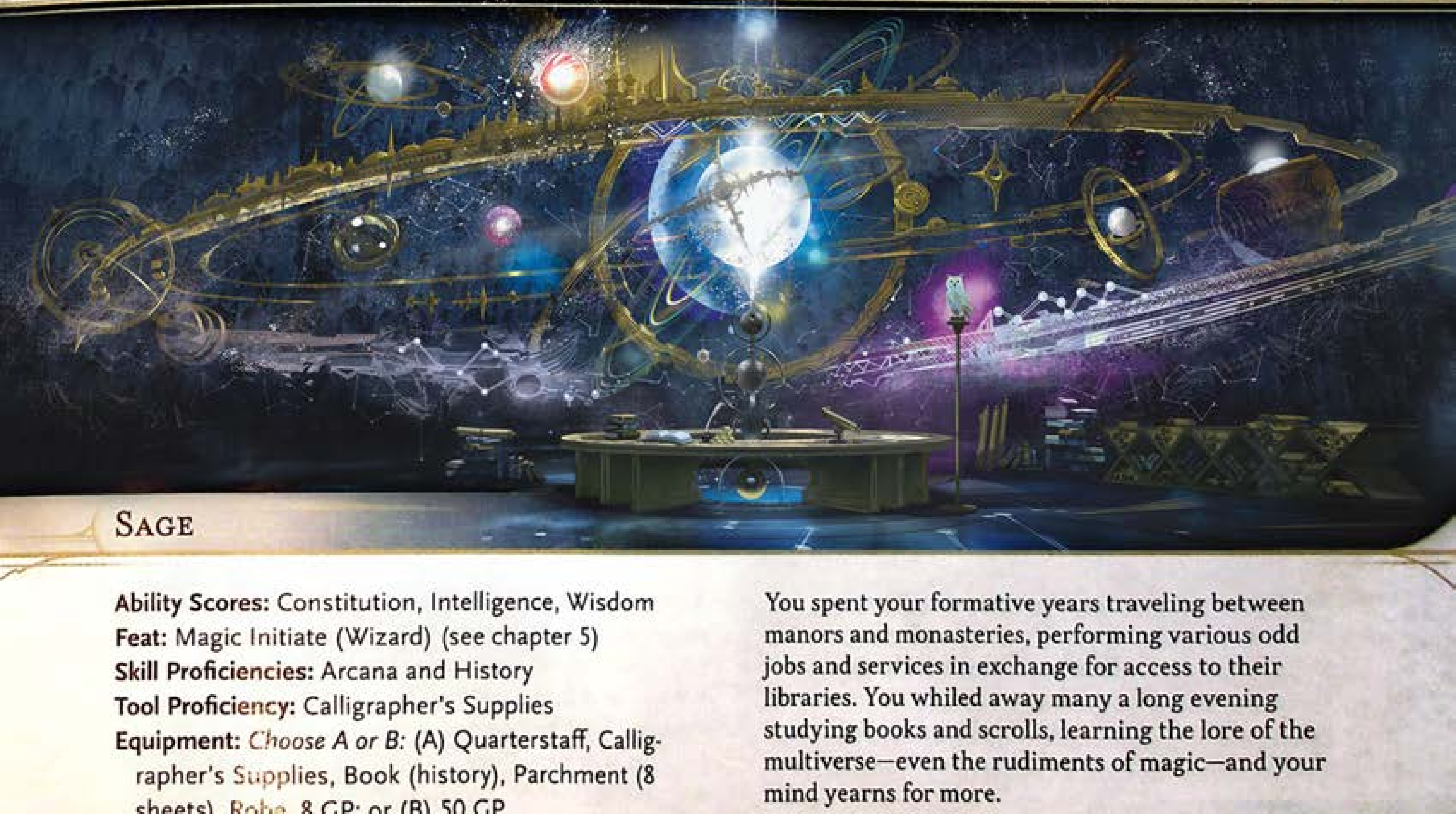
Equipment: *Choose A or B:* (A) Navigator's Tools, 2 Pouches, Traveler's Clothes, 22 GP; or (B) 50 GP

You were apprenticed to a trader, caravan master, or shopkeeper, learning the fundamentals of commerce. You traveled broadly, and you earned a living by buying and selling the raw materials artisans need to practice their craft or finished works from such crafters. You might have transported goods from one place to another (by ship, wagon, or caravan) or bought them from traveling traders and sold them in your own shop.

NOBLE

Ability Scores: Strength, Intelligence, Charisma
Feat: Skilled (see chapter 5)
Skill Proficiencies: History and Persuasion
Tool Proficiency: *Choose one kind of Gaming Set* (see chapter 6)
Equipment: *Choose A or B:* (A) Gaming Set (same as above), Fine Clothes, Perfume, 29 GP; or (B) 50 GP

You were raised in a castle, surrounded by wealth, power, and privilege. Your family of minor aristocrats ensured that you received a first-class education, some of which you appreciated and some of which you resented. Your time in the castle, especially the many hours you spent observing your family at court, also taught you a great deal about leadership.



SAGE

Ability Scores: Constitution, Intelligence, Wisdom
Feat: Magic Initiate (Wizard) (see chapter 5)
Skill Proficiencies: Arcana and History
Tool Proficiency: Calligrapher's Supplies
Equipment: *Choose A or B:* (A) Quarterstaff, Calligrapher's Supplies, Book (history), Parchment (8 sheets), Robe, 8 GP; or (B) 50 GP

You spent your formative years traveling between manors and monasteries, performing various odd jobs and services in exchange for access to their libraries. You whiled away many a long evening studying books and scrolls, learning the lore of the multiverse—even the rudiments of magic—and your mind yearns for more.

SAILOR

Ability Scores: Strength, Dexterity, Wisdom
Feat: Tavern Brawler (see chapter 5)
Skill Proficiencies: Acrobatics and Perception
Tool Proficiency: Navigator's Tools
Equipment: *Choose A or B:* (A) Dagger, Navigator's Tools, Rope, Traveler's Clothes, 20 GP; or (B) 50 GP

You lived as a seafarer, wind at your back and decks swaying beneath your feet. You've perched on barstools in more ports of call than you can remember, faced mighty storms, and swapped stories with folk who live beneath the waves.

NOOR RAHMAN

SCRIBE

Ability Scores: Dexterity, Intelligence, Wisdom
Feat: Skilled (see chapter 5)
Skill Proficiencies: Investigation and Perception
Tool Proficiency: Calligrapher's Supplies
Equipment: *Choose A or B:* (A) Calligrapher's Supplies, Fine Clothes, Lamp, Oil (3 flasks), Parchment (12 sheets), 23 GP; or (B) 50 GP

You spent formative years in a scriptorium, a monastery dedicated to the preservation of knowledge, or a government agency, where you learned to write with a clear hand and produce finely written texts. Perhaps you scribed government documents or copied tomes of literature. You might have some skill as a writer of poetry, narrative, or scholarly research. Above all, you have a careful attention to detail, helping you avoid introducing mistakes to the documents you copy and create.

SOLDIER

Ability Scores: Strength, Dexterity, Constitution

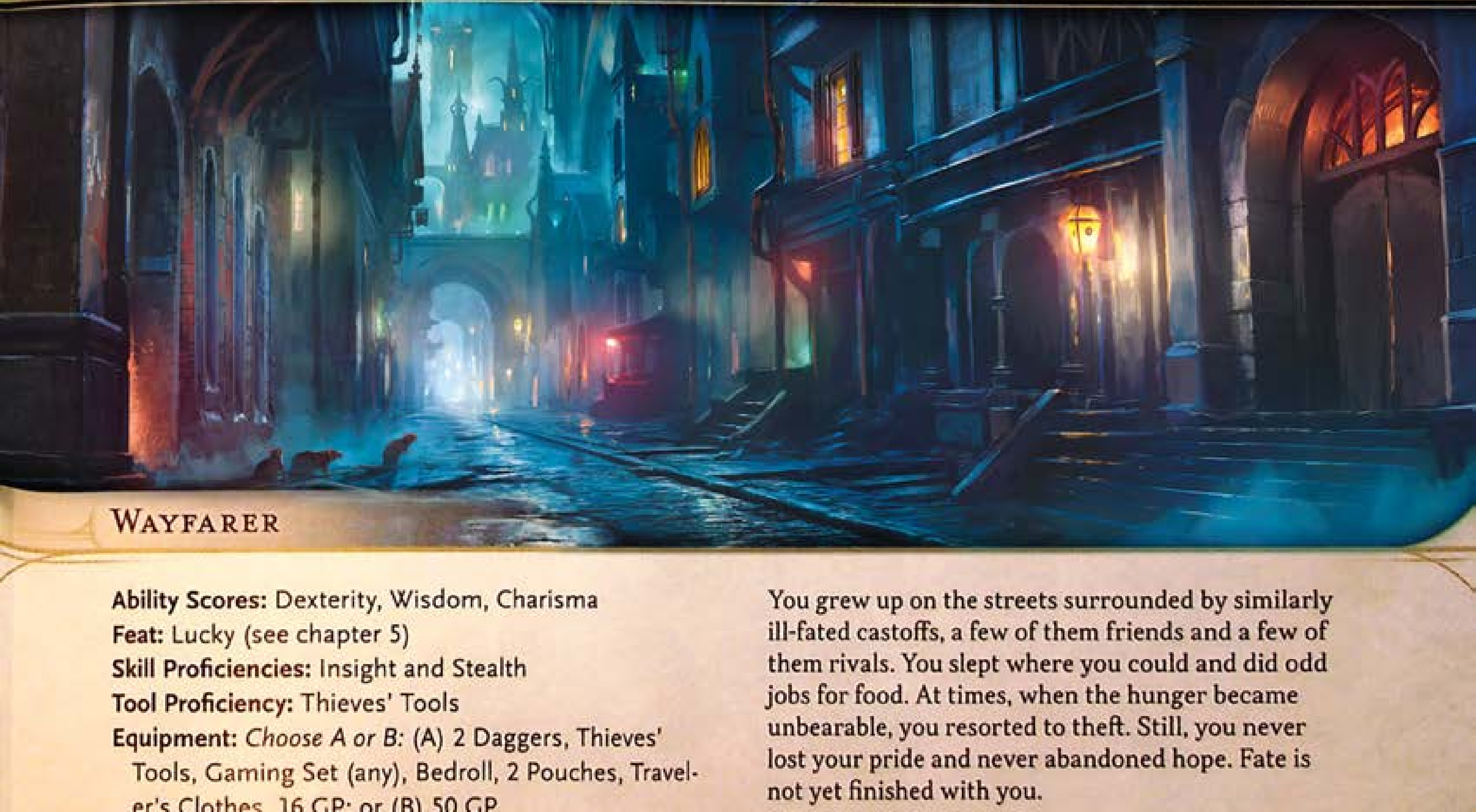
Feat: Savage Attacker (see chapter 5)

Skill Proficiencies: Athletics and Intimidation

Tool Proficiency: *Choose one kind of Gaming Set* (see chapter 6)

Equipment: *Choose A or B:* (A) Spear, Shortbow, 20 Arrows, Gaming Set (same as above), Healer's Kit, Quiver, Traveler's Clothes, 14 GP; or (B) 50 GP

You began training for war as soon as you reached adulthood and carry precious few memories of life before you took up arms. Battle is in your blood. Sometimes you catch yourself reflexively performing the basic fighting exercises you learned first. Eventually, you put that training to use on the battlefield, protecting the realm by waging war.



WAYFARER

Ability Scores: Dexterity, Wisdom, Charisma

Feat: Lucky (see chapter 5)

Skill Proficiencies: Insight and Stealth

Tool Proficiency: Thieves' Tools

Equipment: *Choose A or B:* (A) 2 Daggers, Thieves' Tools, Gaming Set (any), Bedroll, 2 Pouches, Traveler's Clothes, 16 GP; or (B) 50 GP

You grew up on the streets surrounded by similarly ill-fated castoffs, a few of them friends and a few of them rivals. You slept where you could and did odd jobs for food. At times, when the hunger became unbearable, you resorted to theft. Still, you never lost your pride and never abandoned hope. Fate is not yet finished with you.

SPECIES DESCRIPTIONS

Ten species are presented in this section in alphabetical order: Aasimar, Dragonborn, Dwarf, Elf, Gnome, Goliath, Halfling, Human, Orc, and Tiefling.

AASIMAR

Aasimar (pronounced AH-sih-mar) are mortals who carry a spark of the Upper Planes within their souls. Whether descended from an angelic being or infused with celestial power, they can fan that spark to bring light, healing, and heavenly fury.

Aasimar can arise among any population of mortals. They resemble their parents, but they live for up to 160 years and have features that hint at their celestial heritage, such as metallic freckles, luminous eyes, a halo, or the skin color of an angel (silver, opalescent green, or coppery red). These features start subtle and become obvious when the aasimar learns to reveal their full celestial nature.

AASIMAR TRAITS

Creature Type: Humanoid
Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species
Speed: 30 feet

As an Aasimar, you have these special traits.

Celestial Resistance. You have Resistance to Necrotic damage and Radiant damage.

Darkvision. You have Darkvision with a range of 60 feet.

Healing Hands. As a Magic action, you touch a creature and roll a number of d4s equal to your Proficiency Bonus. The creature regains a number of Hit Points equal to the total rolled. Once you use this trait, you can't use it again until you finish a Long Rest.

Light Bearer. You know the *Light* cantrip. Charisma is your spellcasting ability for it.

Celestial Revelation. When you reach character level 3, you can transform as a Bonus Action using one of the options below (choose the option each time you transform). The transformation lasts for 1 minute or until you end it (no action required). Once you transform, you can't do so again until you finish a Long Rest.

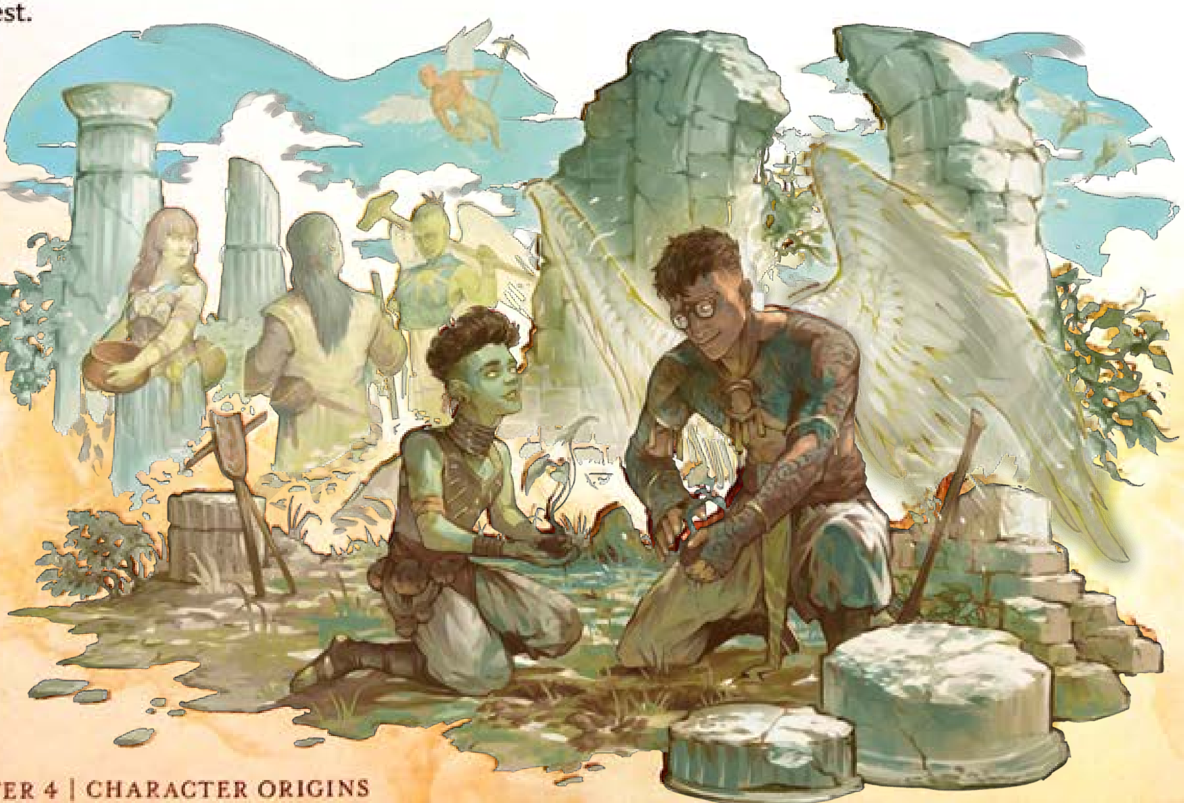
Once on each of your turns before the transformation ends, you can deal extra damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your Proficiency Bonus, and the extra damage's type is either Necrotic for Necrotic Shroud or Radiant for Heavenly Wings and Inner Radiance.

Here are the transformation options:

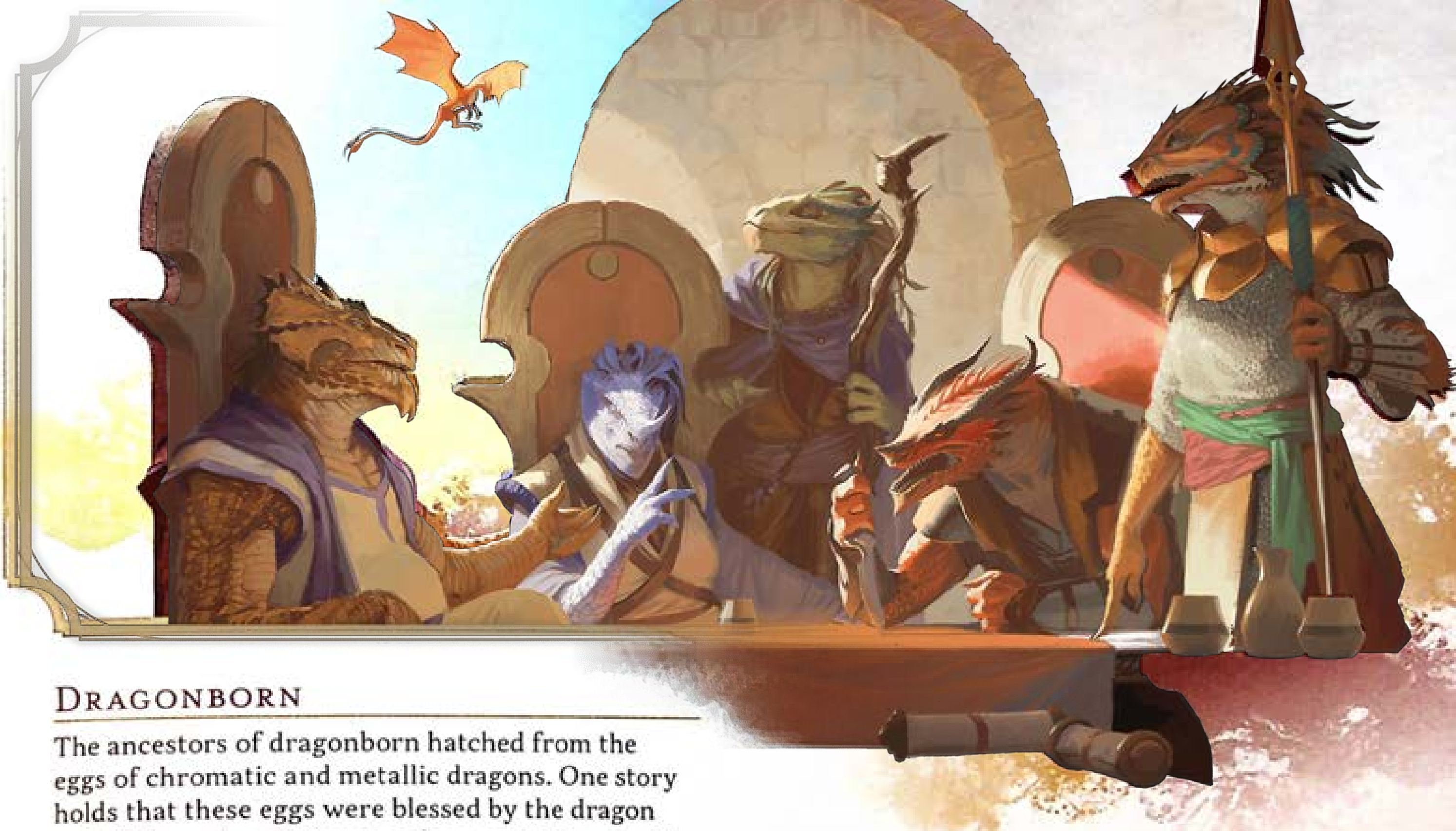
Heavenly Wings. Two spectral wings sprout from your back temporarily. Until the transformation ends, you have a Fly Speed equal to your Speed.

Inner Radiance. Searing light temporarily radiates from your eyes and mouth. For the duration, you shed Bright Light in a 10-foot radius and Dim Light for an additional 10 feet, and at the end of each of your turns, each creature within 10 feet of you takes Radiant damage equal to your Proficiency Bonus.

Necrotic Shroud. Your eyes briefly become pools of darkness, and flightless wings sprout from your back temporarily. Creatures other than your allies within 10 feet of you must succeed on a Charisma saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus) or have the Frightened condition until the end of your next turn.



ALDO DOMINGUEZ



DRAGONBORN

The ancestors of dragonborn hatched from the eggs of chromatic and metallic dragons. One story holds that these eggs were blessed by the dragon gods Bahamut and Tiamat, who wanted to populate the multiverse with people created in their image. Another story claims that dragons created the first dragonborn without the gods' blessings. Whatever their origin, dragonborn have made homes for themselves on the Material Plane.

Dragonborn look like wingless, bipedal dragons—scaly, bright-eyed, and thick-boned with horns on their heads—and their coloration and other features are reminiscent of their draconic ancestors.

DRAGONBORN TRAITS

Creature Type: Humanoid
Size: Medium (about 5–7 feet tall)
Speed: 30 feet

As a Dragonborn, you have these special traits.

Draconic Ancestry. Your lineage stems from a dragon progenitor. Choose the kind of dragon from the Draconic Ancestors table. Your choice affects your Breath Weapon and Damage Resistance traits as well as your appearance.

DRACONIC ANCESTORS

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

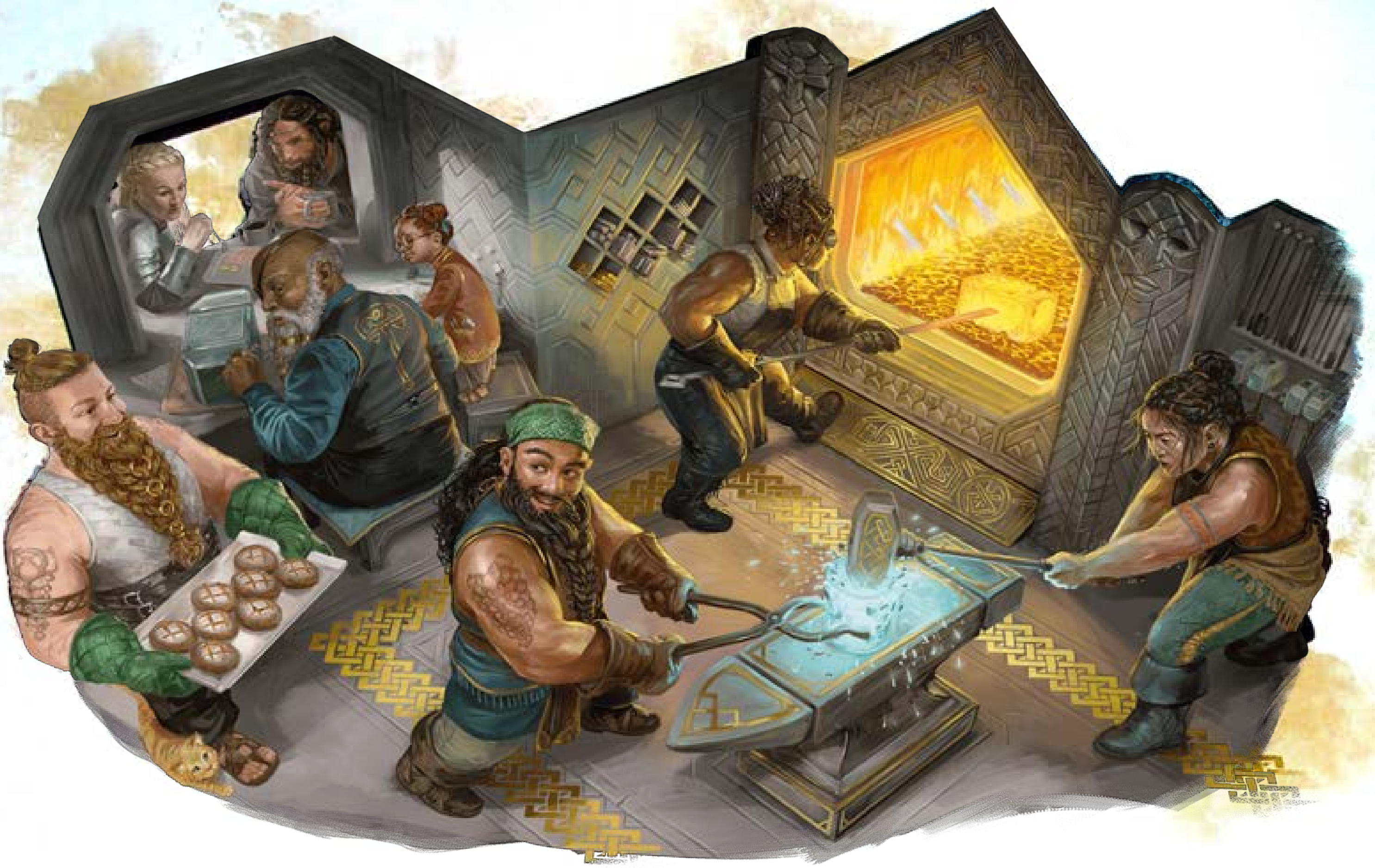
Breath Weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in either a 15-foot Cone or a 30-foot Line that is 5 feet wide (choose the shape each time). Each creature in that area must make a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes 1d10 damage of the type determined by your Draconic Ancestry trait. On a successful save, a creature takes half as much damage. This damage increases by 1d10 when you reach character levels 5 (2d10), 11 (3d10), and 17 (4d10).

You can use this Breath Weapon a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Damage Resistance. You have Resistance to the damage type determined by your Draconic Ancestry trait.

Darkvision. You have Darkvision with a range of 60 feet.

Draconic Flight. When you reach character level 5, you can channel draconic magic to give yourself temporary flight. As a Bonus Action, you sprout spectral wings on your back that last for 10 minutes or until you retract the wings (no action required) or have the Incapacitated condition. During that time, you have a Fly Speed equal to your Speed. Your wings appear to be made of the same energy as your Breath Weapon. Once you use this trait, you can't use it again until you finish a Long Rest.



MIKE PAPE

DWARF

Dwarves were raised from the earth in the elder days by a deity of the forge. Called by various names on different worlds—Moradin, Reorx, and others—that god gave dwarves an affinity for stone and metal and for living underground. The god also made them resilient like the mountains, with a life span of about 350 years.

Squat and often bearded, the original dwarves carved cities and strongholds into mountainsides and under the earth. Their oldest legends tell of conflicts with the monsters of mountaintops and the Underdark, whether those monsters were towering giants or subterranean horrors. Inspired by those tales, dwarves of any culture often sing of valorous deeds—especially of the little overcoming the mighty.

On some worlds in the multiverse, the first settlements of dwarves were built in hills or mountains, and the families who trace their ancestry to those settlements call themselves hill dwarves or mountain dwarves, respectively. The Greyhawk and Dragonlance settings have such communities.

DWARF TRAITS

Creature Type: Humanoid

Size: Medium (about 4–5 feet tall)

Speed: 30 feet

As a Dwarf, you have these special traits.

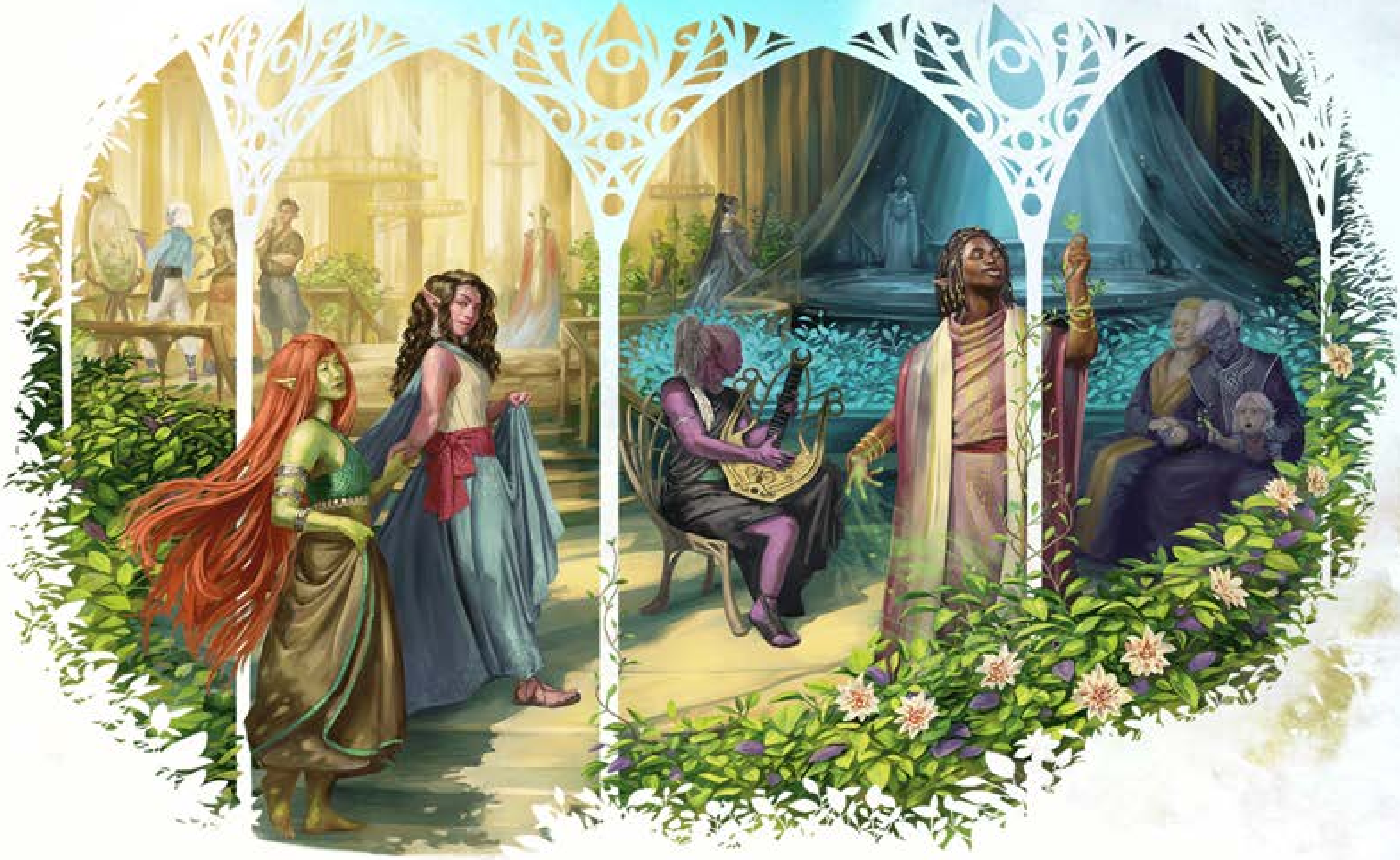
Darkvision. You have Darkvision with a range of 120 feet.

Dwarven Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Dwarven Toughness. Your Hit Point maximum increases by 1, and it increases by 1 again whenever you gain a level.

Stonecunning. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked.

You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.



ELF

Created by the god Corellon, the first elves could change their forms at will. They lost this ability when Corellon cursed them for plotting with the deity Lolth, who tried and failed to usurp Corellon's dominion. When Lolth was cast into the Abyss, most elves renounced her and earned Corellon's forgiveness, but that which Corellon had taken from them was lost forever.

No longer able to shape-shift at will, the elves retreated to the Feywild, where their sorrow was deepened by that plane's influence. Over time, curiosity led many of them to explore other planes of existence, including worlds in the Material Plane.

Elves have pointed ears and lack facial and body hair. They live for around 750 years, and they don't sleep but instead enter a trance when they need to rest. In that state, they remain aware of their surroundings while immersing themselves in memories and meditations.

An environment subtly transforms elves after they inhabit it for a millennium or more, and it grants them certain kinds of magic. Drow, high elves, and wood elves are examples of elves who have been transformed thus.

DROW

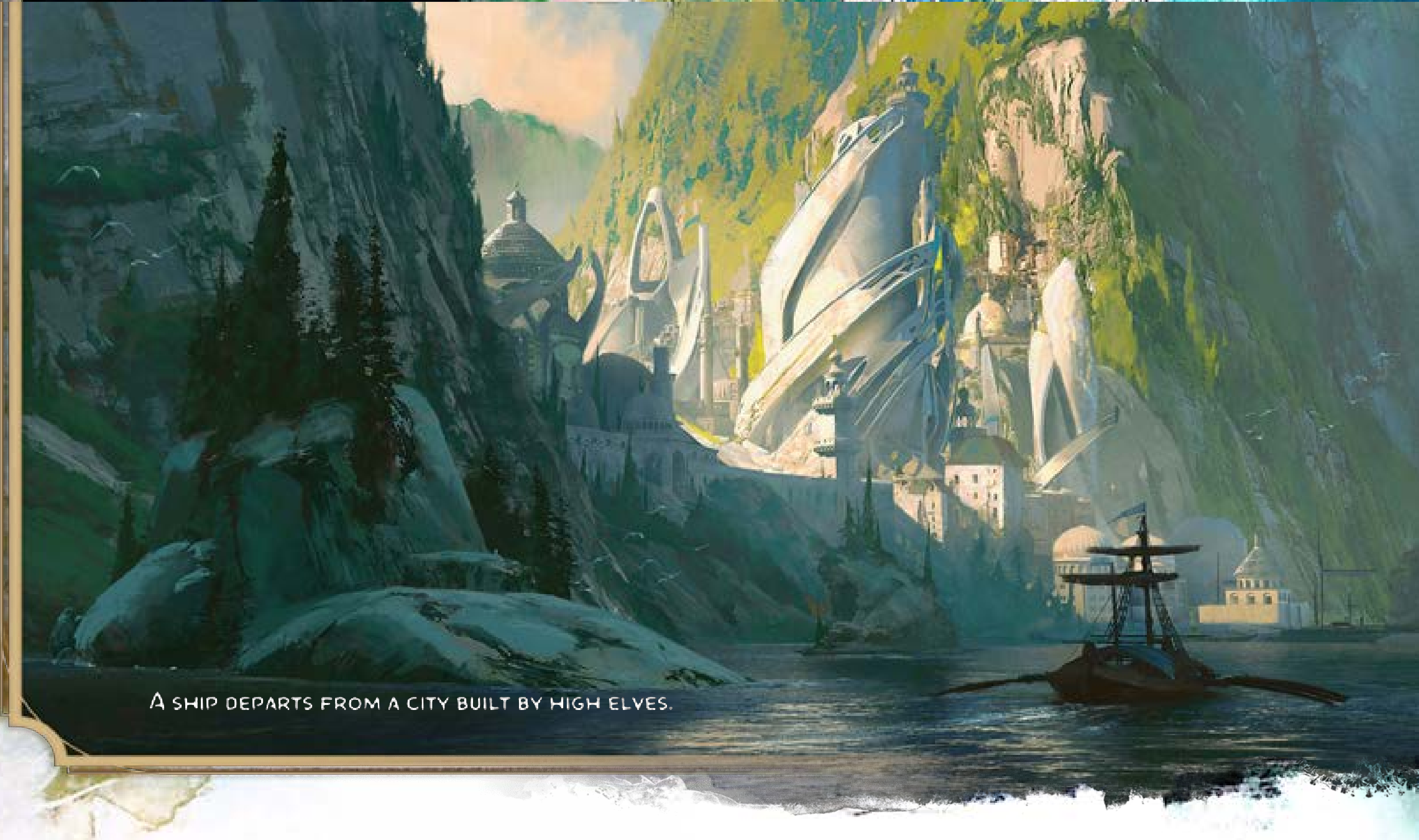
Drow typically dwell in the Underdark and have been shaped by it. Some drow individuals and societies avoid the Underdark altogether yet carry its magic. In the Eberron setting, for example, drow dwell in rainforests and cyclopean ruins on the continent of Xen'drik.

HIGH ELVES

High elves have been infused with the magic of crossings between the Feywild and the Material Plane. On some worlds, high elves refer to themselves by other names. For example, they call themselves sun or moon elves in the Forgotten Realms setting, Silvanesti and Qualinesti in the Dragonlance setting, and Aereni in the Eberron setting.

WOOD ELVES

Wood elves carry the magic of primeval forests within themselves. They are known by many other names, including wild elves, green elves, and forest elves. Grugach are reclusive wood elves of the Greyhawk setting, while the Kagonesti and the Tairnadal are wood elves of the Dragonlance and Eberron settings, respectively.



A SHIP DEPARTS FROM A CITY BUILT BY HIGH ELVES.

ELF TRAITS

Creature Type: Humanoid
Size: Medium (about 5–6 feet tall)
Speed: 30 feet

As an Elf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Elven Lineage. You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

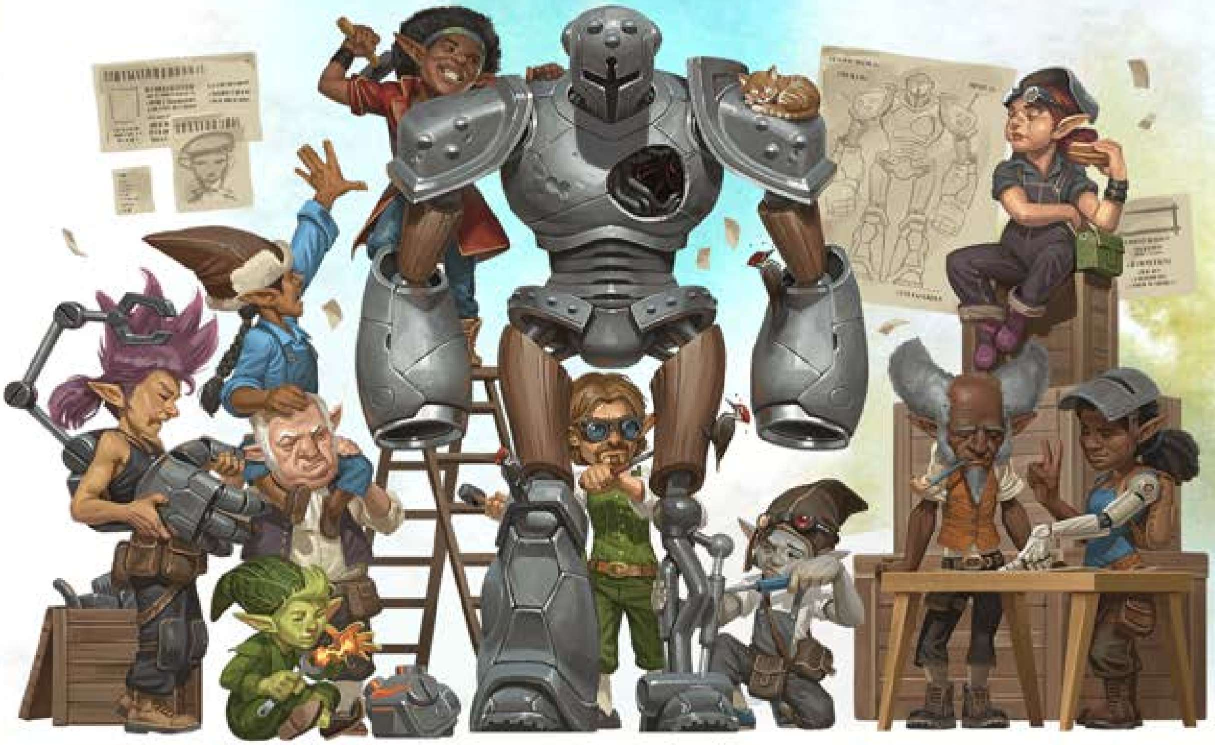
Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

ELVEN LINEAGES

Lineage	Level 1	Level 3	Level 5
Drow	The range of your Darkvision increases to 120 feet. You also know the *Dancing Lights* cantrip.	*Faerie Fire*	*Darkness*
High Elf	You know the *Prestidigitation* cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.	*Detect Magic*	*Misty Step*
Wood Elf	Your Speed increases to 35 feet. You also know the *Druidcraft* cantrip.	*Longstrider*	*Pass without Trace*



GNOME

Gnomes are magical folk created by gods of invention, illusions, and life underground. The earliest gnomes were seldom seen by other folk due to the gnomes' secretive nature and their propensity for living in forests and burrows. What they lacked in size, they made up for in cleverness. They confounded predators with traps and labyrinthine tunnels. They also learned magic from gods like Garl Glittergold, Baervan Wildwanderer, and Baravar Cloakshadow, who visited them in disguise. That magic eventually created the lineages of forest gnomes and rock gnomes.

Gnomes are petite folk with big eyes and pointed ears, who live around 425 years. Many gnomes like the feeling of a roof over their head, even if that "roof" is nothing more than a hat.

GNOME TRAITS

Creature Type: Humanoid
Size: Small (about 3–4 feet tall)
Speed: 30 feet

As a Gnome, you have these special traits.

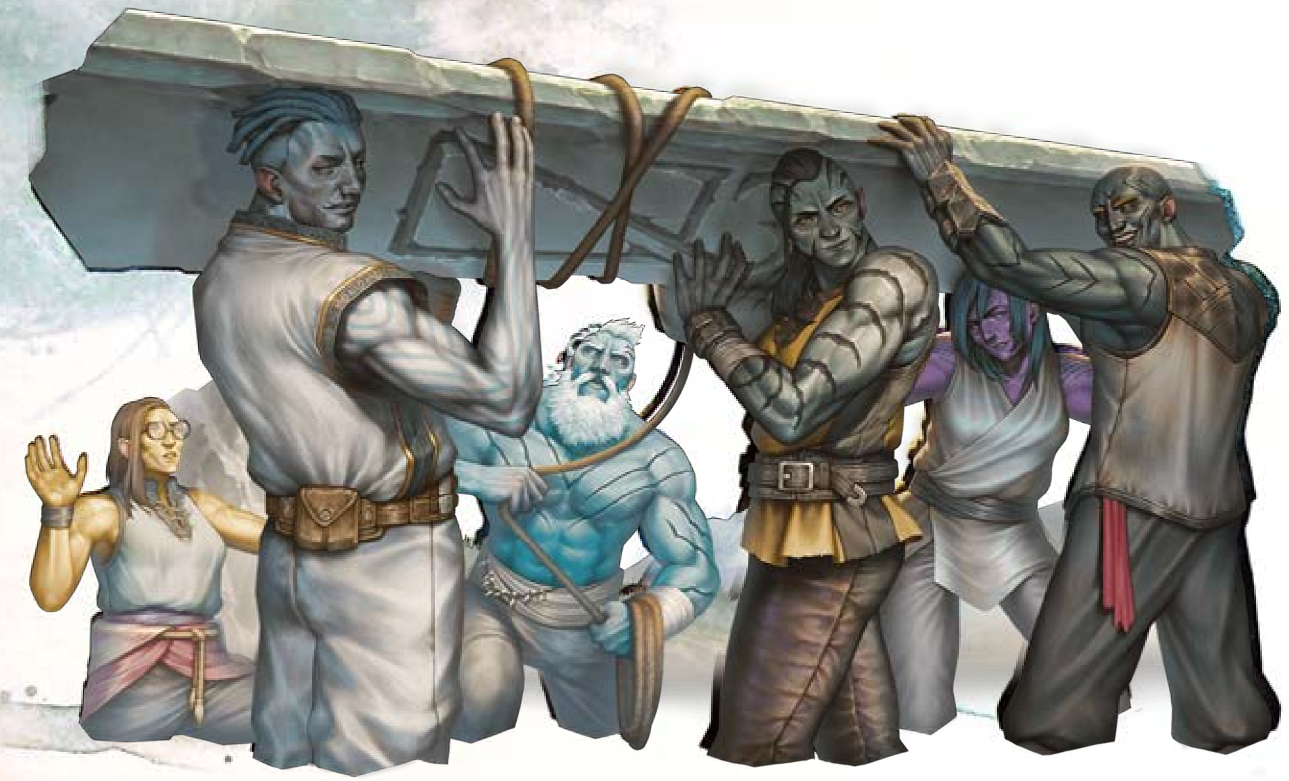
Darkvision. You have Darkvision with a range of 60 feet.

Gnomish Cunning. You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

Gnomish Lineage. You are part of a lineage that grants you supernatural abilities. Choose one of the following options; whichever one you choose, Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage):

Forest Gnome. You know the *Minor Illusion* cantrip. You also always have the *Speak with Animals* spell prepared. You can cast it without a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also use any spell slots you have to cast the spell.

Rock Gnome. You know the *Mending* and *Prestidigitation* cantrips. In addition, you can spend 10 minutes casting *Prestidigitation* to create a Tiny clockwork device (AC 5, 1 HP), such as a toy, fire starter, or music box. When you create the device, you determine its function by choosing one effect from *Prestidigitation*; the device produces that effect whenever you or another creature takes a Bonus Action to activate it with a touch. If the chosen effect has options within it, you choose one of those options for the device when you create it. For example, if you choose the spell's ignite-extinguish effect, you determine whether the device ignites or extinguishes fire; the device doesn't do both. You can have three such devices in existence at a time, and each falls apart 8 hours after its creation or when you dismantle it with a touch as a Utilize action.



GOLIATH

Towering over most folk, goliaths are distant descendants of giants. Each goliath bears the favors of the first giants—favors that manifest in various supernatural boons, including the ability to quickly grow and temporarily approach the height of goliaths' gigantic kin.

Goliaths have physical characteristics that are reminiscent of the giants in their family lines. For example, some goliaths look like stone giants, while others resemble fire giants. Whatever giants they count as kin, goliaths have forged their own path in the multiverse—unencumbered by the internecine conflicts that have ravaged giantkind for ages—and seek heights above those reached by their ancestors.

GOLIATH TRAITS

Creature Type: Humanoid
Size: Medium (about 7–8 feet tall)
Speed: 35 feet

As a Goliath, you have these special traits.

Giant Ancestry. You are descended from Giants. Choose one of the following benefits—a supernatural boon from your ancestry; you can use the chosen benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest:

Cloud's Jaunt (Cloud Giant). As a Bonus Action, you magically teleport up to 30 feet to an unoccupied space you can see.

Fire's Burn (Fire Giant). When you hit a target with an attack roll and deal damage to it, you can also deal 1d10 Fire damage to that target.

Frost's Chill (Frost Giant). When you hit a target with an attack roll and deal damage to it, you can also deal 1d6 Cold damage to that target and reduce its Speed by 10 feet until the start of your next turn.

Hill's Tumble (Hill Giant). When you hit a Large or smaller creature with an attack roll and deal damage to it, you can give that target the Prone condition.

Stone's Endurance (Stone Giant). When you take damage, you can take a Reaction to roll 1d12. Add your Constitution modifier to the number rolled and reduce the damage by that total.

Storm's Thunder (Storm Giant). When you take damage from a creature within 60 feet of you, you can take a Reaction to deal 1d8 Thunder damage to that creature.

Large Form. Starting at character level 5, you can change your size to Large as a Bonus Action if you're in a big enough space. This transformation lasts for 10 minutes or until you end it (no action required). For that duration, you have Advantage on Strength checks, and your Speed increases by 10 feet. Once you use this trait, you can't use it again until you finish a Long Rest.

Powerful Build. You have Advantage on any saving throw you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

HALFLING

Cherished and guided by gods who value life, home, and hearth, halflings gravitate toward bucolic havens where family and community help shape their lives. That said, many halflings possess a brave and adventurous spirit that leads them on journeys of discovery, affording them the chance to explore a bigger world and make new friends along the way. Their size—similar to that of a human child—helps them pass through crowds unnoticed and slip through tight spaces.

Anyone who has spent time around halflings, particularly halfling adventurers, has likely witnessed the storied "luck of the halflings" in action. When a halfling is in mortal danger, an unseen force seems to intervene on the halfling's behalf. Many halflings believe in the power of luck, and they attribute their unusual gift to one or more of their benevolent gods, including Yondalla, Brandobaris, and Charmalaine. The same gift might contribute to their robust life spans (about 150 years).

Halfling communities come in all varieties. For every sequestered shire tucked away in an unspoiled part of the world, there's a crime syndicate like the Boromar Clan in the Eberron setting or a territorial mob of halflings like those in the Dark Sun setting.

Halflings who prefer to live underground are sometimes called strongheart halflings or stouts. Nomadic halflings, as well as those who live among humans and other tall folk, are sometimes called lightfoot halflings or tallfellows.

HALFLING TRAITS

Creature Type: Humanoid

Size: Small (about 2–3 feet tall)

Speed: 30 feet

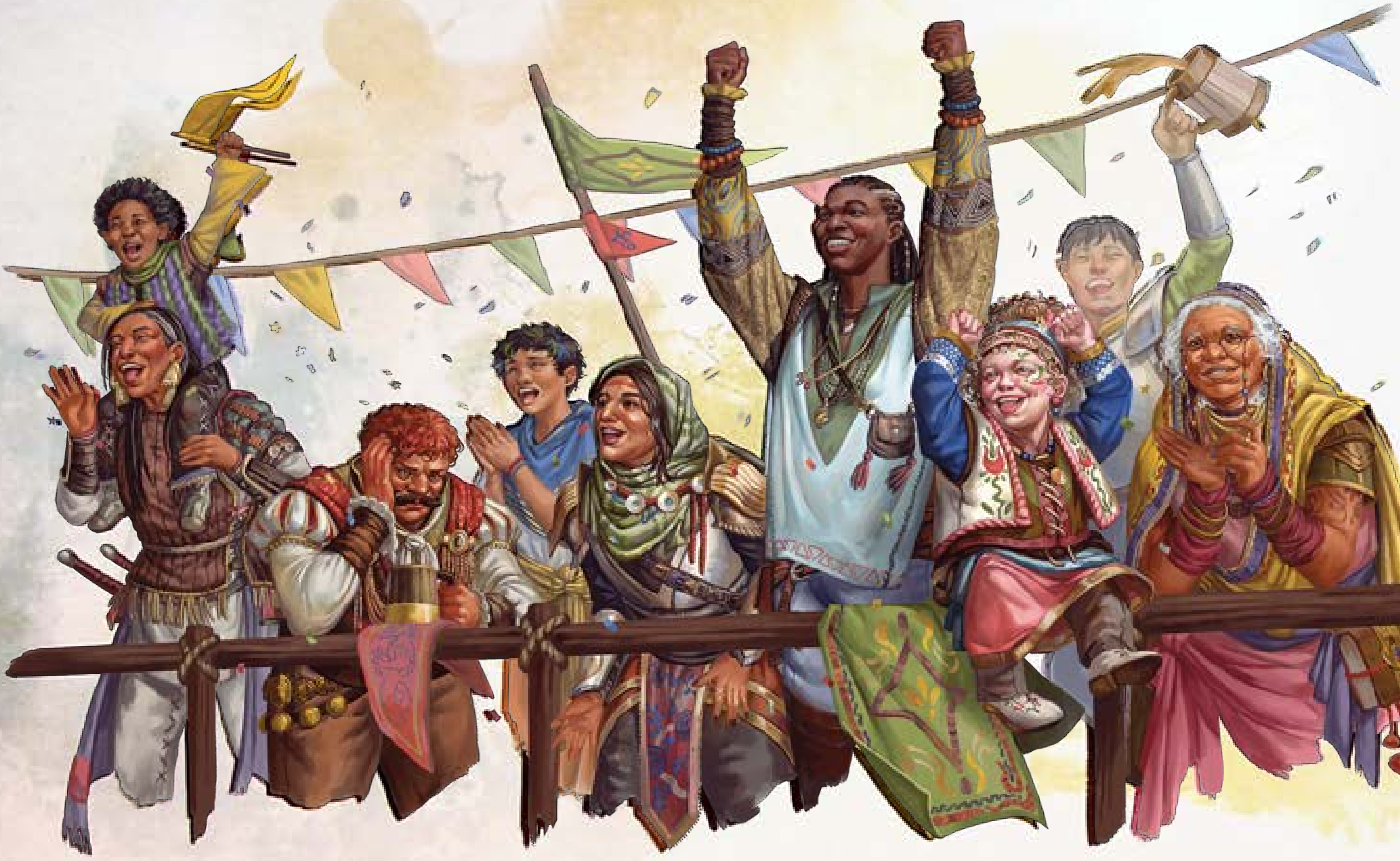
As a Halfling, you have these special traits.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Halfling Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Luck. When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

Naturally Stealthy. You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.



HUMAN

Found throughout the multiverse, humans are as varied as they are numerous, and they endeavor to achieve as much as they can in the years they are given. Their ambition and resourcefulness are commended, respected, and feared on many worlds.

Humans are as diverse in appearance as the people of Earth, and they have many gods. Scholars dispute the origin of humanity, but one of the earliest known human gatherings is said to have occurred in Sigil, the torus-shaped city at the center of the multiverse and the place where the Common language was born. From there, humans could have spread to every part of the multiverse, bringing the City of Doors' cosmopolitanism with them.

HUMAN TRAITS

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

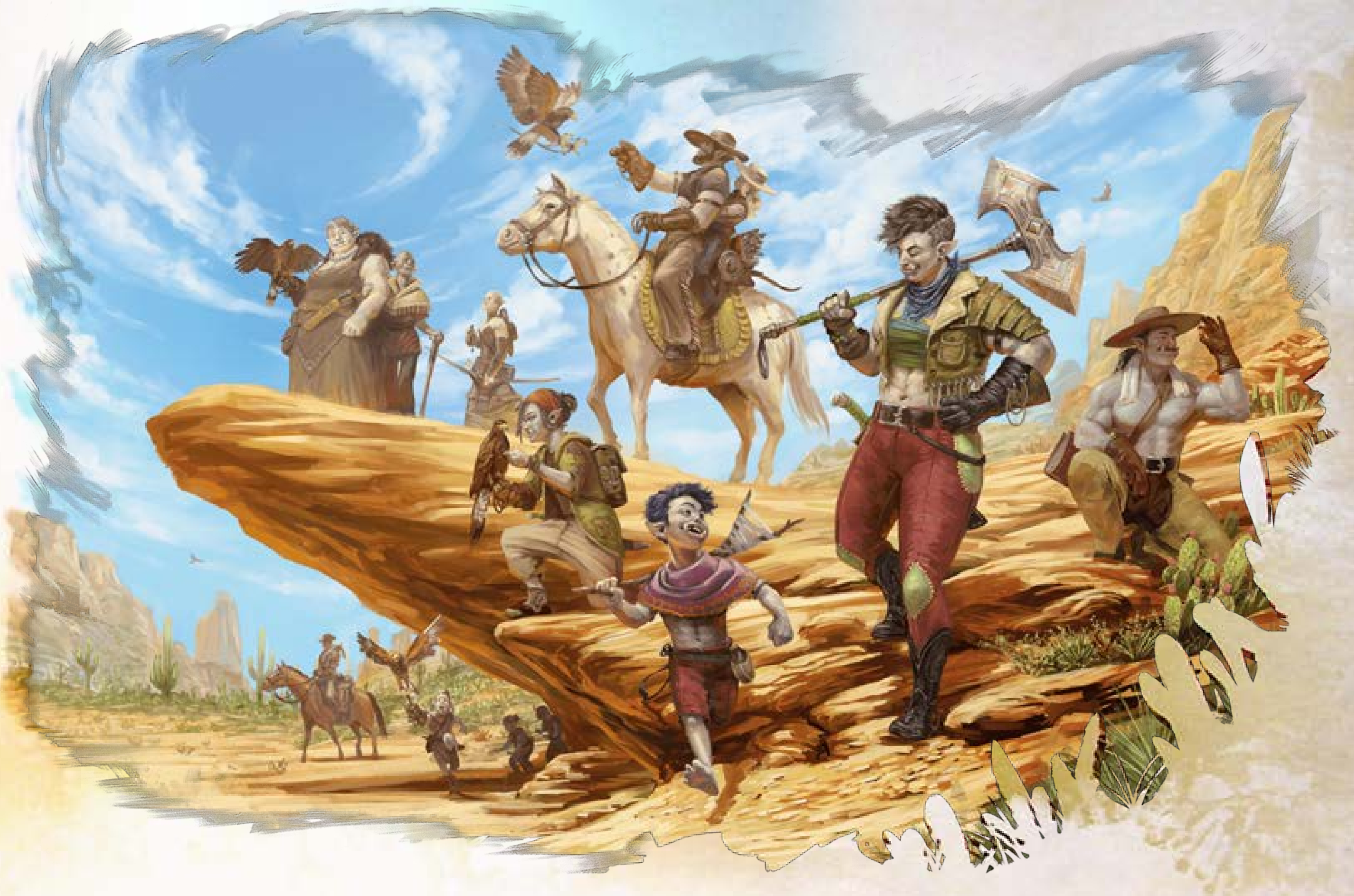
As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice.

Versatile. You gain an Origin feat of your choice (see chapter 5). Skilled is recommended.

ZUZANNA WUZYK, RAYMI ENGLAND



ORC

Orcs trace their creation to Gruumsh, a powerful god who roamed the wide open spaces of the Material Plane. Gruumsh equipped his children with gifts to help them wander great plains, vast caverns, and churning seas and to face the monsters that lurk there. Even when they turn their devotion to other gods, orcs retain Gruumsh's gifts: endurance, determination, and the ability to see in darkness.

Orcs are, on average, tall and broad. They have gray skin, ears that are sharply pointed, and prominent lower canines that resemble small tusks. Orc youths on some worlds are told about their ancestors' great travels and travails. Inspired by those tales, many of those orcs wonder when Gruumsh will call on them to match the heroic deeds of old and if they will prove worthy of his favor. Other orcs are happy to leave old tales in the past and find their own way.

ORC TRAITS

Creature Type: Humanoid

Size: Medium (about 6–7 feet tall)

Speed: 30 feet

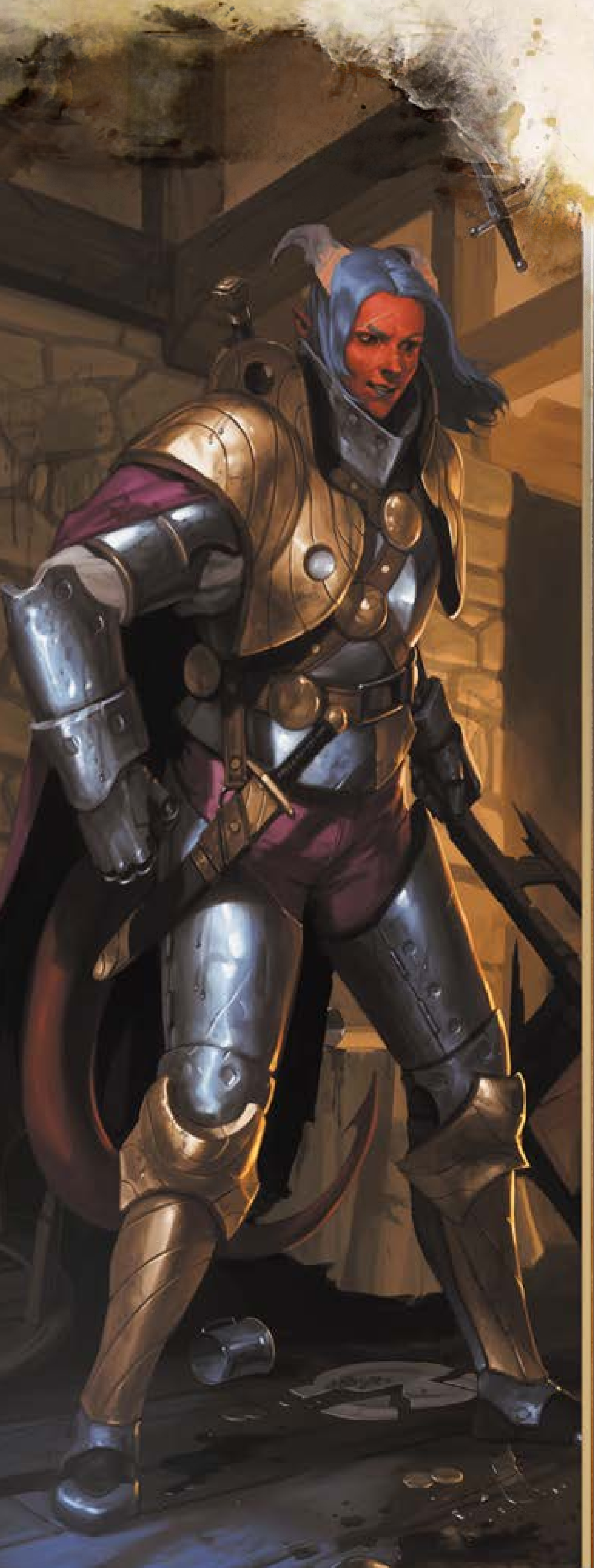
As an Orc, you have these special traits.

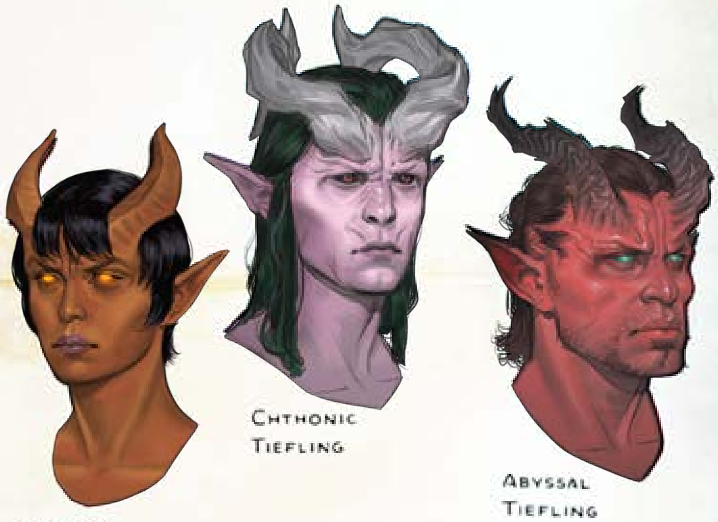
Adrenaline Rush. You can take the Dash action as a Bonus Action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Darkvision. You have Darkvision with a range of 120 feet.

Relentless Endurance. When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 Hit Point instead. Once you use this trait, you can't do so again until you finish a Long Rest.




CHTHONIC TIEFLING

ABYSSAL TIEFLING

INFERNAL TIEFLING

TIEFLING

Tieflings are either born in the Lower Planes or have fiendish ancestors who originated there. A tiefling (pronounced TEE-fling) is linked by blood to a devil, a demon, or some other Fiend. This connection to the Lower Planes is the tiefling's fiendish legacy, which comes with the promise of power yet has no effect on the tiefling's moral outlook.

A tiefling chooses whether to embrace or lament their fiendish legacy. The three legacies are described below.

ABYSSAL

The entropy of the Abyss, the chaos of Pandemonium, and the despair of Carceri call to tieflings who have the abyssal legacy. Horns, fur, tusks, and peculiar scents are common physical features of such tieflings, most of whom have the blood of demons coursing through their veins.

CHTHONIC

Tieflings who have the chthonic legacy feel not only the tug of Carceri but also the greed of Gehenna and the gloom of Hades. Some of these tieflings look cadaverous. Others possess the unearthly beauty of a succubus, or they have physical features in common with a night hag, a yugoloth, or some other Neutral Evil fiendish ancestor.

INFERNAL

The infernal legacy connects tieflings not only to Gehenna but also the Nine Hells and the raging battlefields of Acheron. Horns, spines, tails, golden eyes, and a faint odor of sulfur or smoke are common physical features of such tieflings, most of whom trace their ancestry to devils.

JODIE MUIR, JOHN GRELLO

TIEFLING TRAITS

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Tiefling, you have the following special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Fiendish Legacy. You are the recipient of a legacy that grants you supernatural abilities. Choose a legacy from the Fiendish Legacies table. You gain the level 1 benefit of the chosen legacy.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

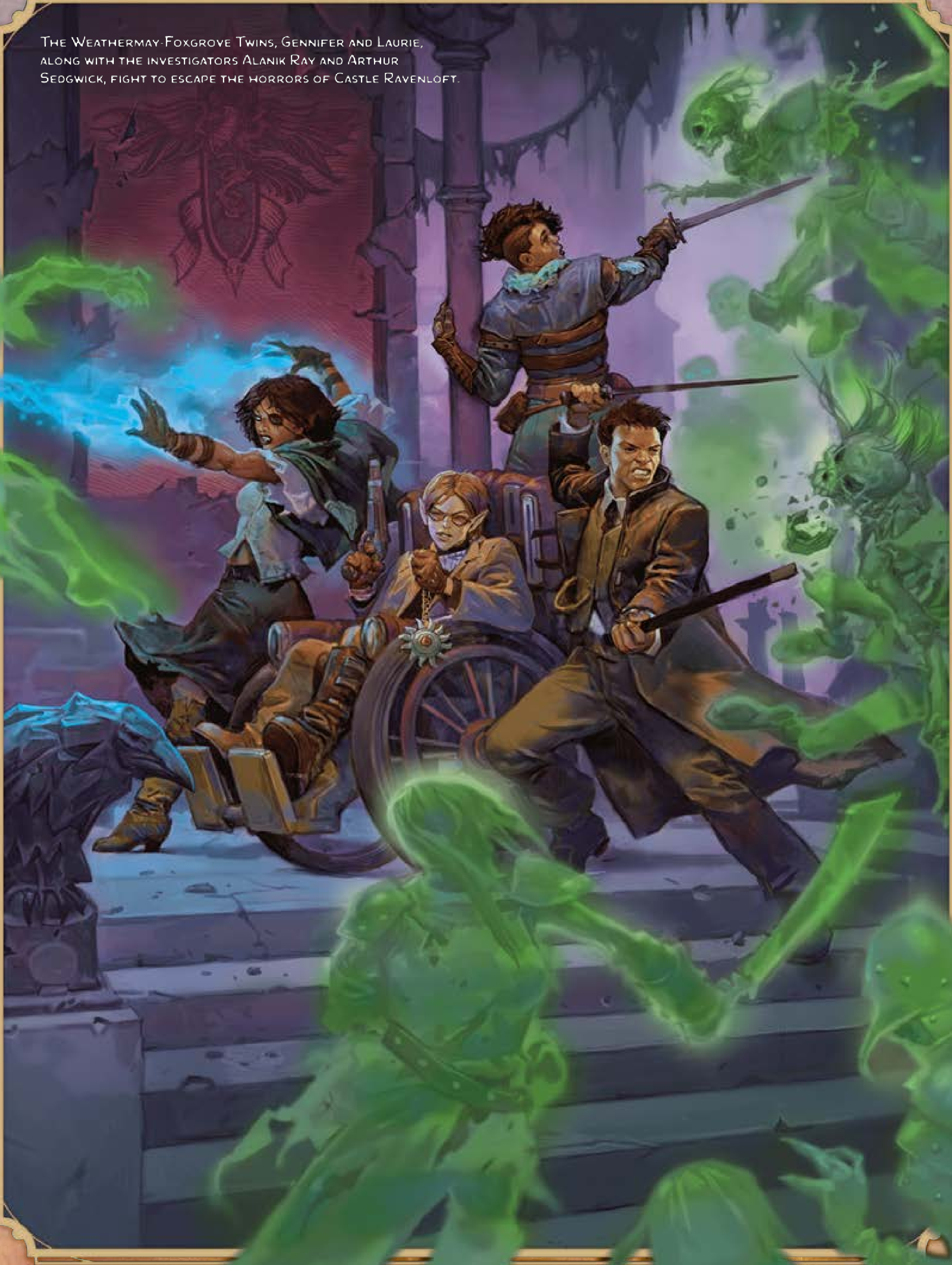
Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Otherworldly Presence. You know the *Thaumaturgy* cantrip. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Fiendish Legacy trait.

FIENDISH LEGACIES

Legacy	Level 1	Level 3	Level 5
Abyssal	You have Resistance to Poison damage. You also know the *Poison Spray* cantrip.	*Ray of Sickness*	*Hold Person*
Chthonic	You have Resistance to Necrotic damage. You also know the *Chill Touch* cantrip.	*False Life*	*Ray of Enfeeblement*
Infernal	You have Resistance to Fire damage. You also know the *Fire Bolt* cantrip.	*Hellish Rebuke*	*Darkness*

CLINT CEARLEY



The Weathermay-Foxgrove Twins, Gennifer and Laurie, along with the investigators Alanik Ray and Arthur Sedgwick, fight to escape the horrors of Castle Ravenloft.

CHAPTER 5

FEATS

THIS CHAPTER OFFERS A COLLECTION OF feats, which are special features not tied to a character class. A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

The sections below explain the parts of a feat and list a variety of feat options separated into categories.

Your background gives you a feat, and at certain levels, your class gives you the Ability Score Improvement feat or the choice of another feat for which you qualify.

By whatever means you acquire a feat, you can take it only once unless its description says otherwise.

FEAT DESCRIPTIONS

This chapter's feats are organized by category—Origin, General, Fighting Style, or Epic Boon—and alphabetized in each category. All the feats are listed alphabetically in the Feat List table. If a feat can be taken more than once, an asterisk appears after its name in that table.

PARTS OF A FEAT

The description of a feat contains the following parts, which are presented after the feat's name.

Category. A feat is a member of a category, which is noted in the feat. If you're instructed to choose a feat from a specific category, such as the Origin category, that category must appear under the feat's name. If you're instructed to choose a feat and no category is specified, you can choose from any category.

Prerequisite. To take a feat, you must meet any prerequisite in its description unless a feature allows you to take the feat without the prerequisite. If a prerequisite includes a class, you must have at least 1 level in that class to take the feat.

Benefit. The benefits of a feat are detailed after any prerequisites are listed. If you have a feat, you gain its benefits.

Repeatable. A feat can be taken only once unless its description states otherwise in a "Repeatable" subsection.

FEAT LIST

Feat	Category
Ability Score Improvement*	General
Actor	General
Alert	Origin
Archery	Fighting Style
Athlete	General
Blind Fighting	Fighting Style
Boon of Combat Prowess	Epic Boon
Boon of Dimensional Travel	Epic Boon
Boon of Energy Resistance	Epic Boon
Boon of Fate	Epic Boon
Boon of Fortitude	Epic Boon
Boon of Irresistible Offense	Epic Boon
Boon of Recovery	Epic Boon
Boon of Skill	Epic Boon
Boon of Speed	Epic Boon
Boon of Spell Recall	Epic Boon
Boon of the Night Spirit	Epic Boon
Boon of Truesight	Epic Boon
Charger	General
Chef	General
Crafter	Origin
Crossbow Expert	General
Crusher	General
Defense	Fighting Style
Defensive Duelist	General
Dual Wielder	General
Dueling	Fighting Style
Durable	General
Elemental Adept*	General
Fey-Touched	General
Grappler	General
Great Weapon Fighting	Fighting Style
Great Weapon Master	General
Healer	Origin

ZOLTAN BOROS

Feat	Category
Heavily Armored	General
Heavy Armor Master	General
Inspiring Leader	General
Interception	Fighting Style
Keen Mind	General
Lightly Armored	General
Lucky	Origin
Mage Slayer	General
Magic Initiate*	Origin
Martial Weapon Training	General
Medium Armor Master	General
Moderately Armored	General
Mounted Combatant	General
Musician	Origin
Observant	General
Piercer	General
Poisoner	General
Polearm Master	General
Protection	Fighting Style
Resilient	General
Ritual Caster	General
Savage Attacker	Origin
Sentinel	General
Shadow-Touched	General
Sharpshooter	General
Shield Master	General
Skilled*	Origin
Skill Expert	General
Skulker	General
Slasher	General
Speedy	General
Spell Sniper	General
Tavern Brawler	Origin
Telekinetic	General
Telepathic	General
Thrown Weapon Fighting	Fighting Style
Tough	Origin
Two-Weapon Fighting	Fighting Style
Unarmed Fighting	Fighting Style
War Caster	General
Weapon Master	General

*This feat can be taken more than once.

ORIGIN FEATS

These feats are in the Origin category.

ALERT

Origin Feat

You gain the following benefits.

Initiative Proficiency. When you roll Initiative, you can add your Proficiency Bonus to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

CRAFTER

Origin Feat

You gain the following benefits.

Tool Proficiency. You gain proficiency with three different Artisan's Tools of your choice from the Fast Crafting table.

Discount. Whenever you buy a nonmagical item, you receive a 20 percent discount on it.

Fast Crafting. When you finish a Long Rest, you can craft one piece of gear from the Fast Crafting table, provided you have the Artisan's Tools associated with that item and have proficiency with those tools. The item lasts until you finish another Long Rest, at which point the item falls apart.

WAYNE ENGLAND

FAST CRAFTING

Artisan's Tools	Crafted Gear
Carpenter's Tools	Ladder, Torch
Leatherworker's Tools	Case, Pouch
Mason's Tools	Block and Tackle
Potter's Tools	Jug, Lamp
Smith's Tools	Ball Bearings, Bucket, Caltrops, Grappling Hook, Iron Pot
Tinker's Tools	Bell, Shovel, Tinder Box
Weaver's Tools	Basket, Rope, Net, Tent
Woodcarver's Tools	Club, Greatclub, Quarterstaff

HEALER

Origin Feat

You gain the following benefits.

Battle Medic. If you have a Healer's Kit, you can expend one use of it and tend to a creature within 5 feet of yourself as a Utilize action. That creature can expend one of its Hit Point Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus.

Healing Rerolls. Whenever you roll a die to determine the number of Hit Points you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

LUCKY

Origin Feat

You gain the following benefits.

Luck Points. You have a number of Luck Points equal to your Proficiency Bonus and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

MAGIC INITIATE

Origin Feat

You gain the following benefits.

Two Cantrips. You learn two cantrips of your choice from the Cleric, Druid, or Wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat).

Level 1 Spell. Choose a level 1 spell from the same list you selected for this feat's cantrips. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

MUSICIAN

Origin Feat

You gain the following benefits.

Instrument Training. You gain proficiency with three Musical Instruments of your choice.

Encouraging Song. As you finish a Short or Long Rest, you can play a song on a Musical Instrument with which you have proficiency and give Heroic Inspiration to allies who hear the song. The number of allies you can affect in this way equals your Proficiency Bonus.

SAVAGE ATTACKER

Origin Feat

You've trained to deal particularly damaging strikes. Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

SKILLED

Origin Feat

You gain proficiency in any combination of three skills or tools of your choice.

Repeatable. You can take this feat more than once.

TAVERN BRAWLER

Origin Feat

You gain the following benefits.

Enhanced Unarmed Strike. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d4 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Damage Rerolls. Whenever you roll a damage die for your Unarmed Strike, you can reroll the die if it rolls a 1, and you must use the new roll.

Improvised Weaponry. You have proficiency with improvised weapons.

Push. When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can deal damage to the target and also push it 5 feet away from you. You can use this benefit only once per turn.

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

GENERAL FEATS

These feats are in the General category.

ABILITY SCORE IMPROVEMENT

General Feat (Prerequisite: Level 4+)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20.

Repeatable. You can take this feat more than once.

ACTOR

General Feat (Prerequisite: Level 4+, Charisma 13+)

You gain the following benefits.

Ability Score Increase. Increase your Charisma score by 1, to a maximum of 20.

Impersonation. While you're disguised as a real or fictional person, you have Advantage on Charisma (Deception or Performance) checks to convince others that you are that person.

Mimicry. You can mimic the sounds of other creatures, including speech. A creature that hears the mimicry must succeed on a Wisdom (Insight) check to determine the effect is faked (DC 8 plus your Charisma modifier and Proficiency Bonus).

ATHLETE

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Climb Speed. You gain a Climb Speed equal to your Speed.

Hop Up. When you have the Prone condition, you can right yourself with only 5 feet of movement.

Jumping. You can make a running Long or High Jump after moving only 5 feet.

CHARGER

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Improved Dash. When you take the Dash action, your Speed increases by 10 feet for that action.

Charge Attack. If you move at least 10 feet in a straight line toward a target immediately before hitting it with a melee attack roll as part of the Attack action, choose one of the following effects: gain a 1d8 bonus to the attack's damage roll, or push the target up to 10 feet away if it is no more than one size larger than you. You can use this benefit only once on each of your turns.

CHEF

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Constitution or Wisdom score by 1, to a maximum of 20.

Cook's Utensils. You gain proficiency with Cook's Utensils if you don't already have it.

Replenishing Meal. As part of a Short Rest, you can cook special food if you have ingredients and Cook's Utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 plus your Proficiency Bonus. At the end of the Short Rest, any creature who eats the food and spends one or more Hit Dice to regain Hit Points regains an extra 1d8 Hit Points.

Bolstering Treats. With 1 hour of work or when you finish a Long Rest, you can cook a number of treats equal to your Proficiency Bonus if you have ingredients and Cook's Utensils on hand. These special treats last 8 hours after being made. A creature can use a Bonus Action to eat one of those treats to gain a number of Temporary Hit Points equal to your Proficiency Bonus.

CROSSBOW EXPERT

General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Ignore Loading. You ignore the Loading property of the Hand Crossbow, Heavy Crossbow, and Light Crossbow (all called crossbows elsewhere in this feat). If you're holding one of them, you can load a piece of ammunition into it even if you lack a free hand.

Firing in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with crossbows.

Dual Wielding. When you make the extra attack of the Light property, you can add your ability modifier to the damage of the extra attack if that attack is with a crossbow that has the Light property and you aren't already adding that modifier to the damage.

CRUSHER

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Constitution score by 1, to a maximum of 20.

Push. Once per turn, when you hit a creature with an attack that deals Bludgeoning damage, you can move it 5 feet to an unoccupied space if the target is no more than one size larger than you.

Enhanced Critical. When you score a Critical Hit that deals Bludgeoning damage to a creature, attack rolls against that creature have Advantage until the start of your next turn.

DEFENSIVE DUELIST

General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Parry. If you're holding a Finesse weapon and another creature hits you with a melee attack, you can take a Reaction to add your Proficiency Bonus to your Armor Class, potentially causing the attack to miss you. You gain this bonus to your AC against melee attacks until the start of your next turn.

DUAL WIELDER

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Enhanced Dual Wielding. When you take the Attack action on your turn and attack with a weapon that has the Light property, you can make one extra attack as a Bonus Action later on the same turn with a different weapon, which must be a Melee weapon that lacks the Two-Handed property. You don't add your ability modifier to the extra attack's damage unless that modifier is negative.

Quick Draw. You can draw or stow two weapons that lack the Two-Handed property when you would normally be able to draw or stow only one.

DURABLE

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Defy Death. You have Advantage on Death Saving Throws.

Speedy Recovery. As a Bonus Action, you can expend one of your Hit Point Dice, roll the die, and regain a number of Hit Points equal to the roll.

ELEMENTAL ADEPT

General Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Energy Mastery. Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder. Spells you cast ignore Resistance to damage of the chosen type. In addition, when you roll damage for a spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

Repeatable. You can take this feat more than once, but you must choose a different damage type each time for Energy Mastery.

Fey-Touched

General Feat (Prerequisite: Level 4+)

Your exposure to the Feywild's magic grants you the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Fey Magic. Choose one level 1 spell from the Divination or Enchantment school of magic. You always have that spell and the *Misty Step* spell prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Grappler

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Punch and Grab. When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can use both the Damage and the Grapple option. You can use this benefit only once per turn.

Attack Advantage. You have Advantage on attack rolls against a creature Grappled by you.

Fast Wrestler. Your Speed isn't halved when you move a creature Grappled by you if the creature is your size or smaller.

Great Weapon Master

General Feat (Prerequisite: Level 4+, Strength 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20.

Heavy Weapon Mastery. When you hit a creature with a weapon that has the Heavy property as part of the Attack action on your turn, you can cause the weapon to deal extra damage to the target. The extra damage equals your Proficiency Bonus.

Hew. Immediately after you score a Critical Hit with a Melee weapon or reduce a creature to 0 Hit Points with one, you can make one attack with the same weapon as a Bonus Action.

Heavily Armored

General Feat (Prerequisite: Level 4+, Medium Armor Training)

You gain the following benefits.

Ability Score Increase. Increase your Constitution or Strength score by 1, to a maximum of 20.

Armor Training. You gain training with Heavy armor.

Heavy Armor Master

General Feat (Prerequisite: Level 4+, Heavy Armor Training)

You gain the following benefits.

Ability Score Increase. Increase your Constitution or Strength score by 1, to a maximum of 20.

Damage Reduction. When you're hit by an attack while you're wearing Heavy armor, any Bludgeoning, Piercing, and Slashing damage dealt to you by that attack is reduced by an amount equal to your Proficiency Bonus.

Inspiring Leader

General Feat (Prerequisite: Level 4+, Wisdom or Charisma 13+)

You gain the following benefits.

Ability Score Increase. Increase your Wisdom or Charisma score by 1, to a maximum of 20.

Bolstering Performance. When you finish a Short or Long Rest, you can give an inspiring performance: a speech, song, or dance. When you do so, choose up to six allies (which can include yourself) within 30 feet of yourself who witness the performance. The chosen creatures each gain Temporary Hit Points equal to your character level plus the modifier of the ability you increased with this feat.

WAYNE ENGLAND

KEEN MIND

General Feat (Prerequisite: Level 4+, Intelligence 13+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence score by 1, to a maximum of 20.

Lore Knowledge. Choose one of the following skills: Arcana, History, Investigation, Nature, or Religion. If you lack proficiency in the chosen skill, you gain proficiency in it, and if you already have proficiency in it, you gain Expertise in it.

Quick Study. You can take the Study action as a Bonus Action.

LIGHTLY ARMORED

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Armor Training. You gain training with Light armor and Shields.

MAGE SLAYER

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Concentration Breaker. When you damage a creature that is concentrating, it has Disadvantage on the saving throw it makes to maintain Concentration.

Guarded Mind. If you fail an Intelligence, a Wisdom, or a Charisma saving throw, you can cause yourself to succeed instead. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

MARTIAL WEAPON TRAINING

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Weapon Proficiency. You gain proficiency with Martial weapons.

MEDIUM ARMOR MASTER

General Feat (Prerequisite: Level 4+, Medium Armor Training)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Dexterous Wearer. While you're wearing Medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity score of 16 or higher.

MODERATELY ARMORED

General Feat (Prerequisite: Level 4+, Light Armor Training)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Armor Training. You gain training with Medium armor.

MOUNTED COMBATANT

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.

Mounted Strike. While mounted, you have Advantage on attack rolls against any unmounted creature within 5 feet of your mount that is at least one size smaller than the mount.

Leap Aside. If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails. For your mount to gain this benefit, you must be riding it, and neither of you can have the Incapacitated condition.

Veer. While mounted, you can force an attack that hits your mount to hit you instead if you don't have the Incapacitated condition.

OBSERVANT

General Feat (Prerequisite: Level 4+, Intelligence or Wisdom 13+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

Keen Observer. Choose one of the following skills: Insight, Investigation, or Perception. If you lack proficiency with the chosen skill, you gain proficiency in it, and if you already have proficiency in it, you gain Expertise in it.

Quick Search. You can take the Search action as a Bonus Action.

PIERCER

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity by 1, to a maximum of 20.

Puncture. Once per turn, when you hit a creature with an attack that deals Piercing damage, you can reroll one of the attack's damage dice, and you must use the new roll.

Enhanced Critical. When you score a Critical Hit that deals Piercing damage to a creature, you can roll one additional damage die when determining the extra Piercing damage the target takes.

POISONER

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Intelligence score by 1, to a maximum of 20.

Potent Poison. When you make a damage roll that deals Poison damage, it ignores Resistance to Poison damage.

Brew Poison. You gain proficiency with the Poisoner's Kit. With 1 hour of work using such a kit and expending 50 GP worth of materials, you can create a number of poison doses equal to your Proficiency Bonus. As a Bonus Action, you can apply a poison dose to a weapon or piece of ammunition. Once applied, the poison retains its potency for 1 minute or until you hit with the poisoned item, whichever is shorter. When a creature takes damage from the poisoned item, that creature must succeed on a Constitution saving throw (DC 8 plus the modifier of the ability increased by this feat and your Proficiency Bonus) or take 2d8 Poison damage and have the Poisoned condition until the end of your next turn.

POLEARM MASTER

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Strength score by 1, to a maximum of 20.

Pole Strike. Immediately after you take the Attack action and attack with a Quarterstaff, a Spear, or a weapon that has the Heavy and Reach properties, you can use a Bonus Action to make a melee attack with the opposite end of the weapon. The weapon deals Bludgeoning damage, and the weapon's damage die for this attack is a d4.

Reactive Strike. While you're holding a Quarterstaff, a Spear, or a weapon that has the Heavy and Reach properties, you can take a Reaction to make one melee attack against a creature that enters the reach you have with that weapon.

RESILIENT

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Choose one ability in which you lack saving throw proficiency. Increase the chosen ability score by 1, to a maximum of 20.

Saving Throw Proficiency. You gain saving throw proficiency with the chosen ability.

RITUAL CASTER

General Feat (Prerequisite: Level 4+; Intelligence, Wisdom, or Charisma 13+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Ritual Spells. Choose a number of level 1 spells equal to your Proficiency Bonus that have the Ritual tag. You always have those spells prepared, and you can cast them with any spell slots you have. The

spells' spellcasting ability is the ability increased by this feat. Whenever your Proficiency Bonus increases thereafter, you can add an additional level 1 spell with the Ritual tag to the spells always prepared with this feature.

Quick Ritual. With this benefit, you can cast a Ritual spell that you have prepared using its regular casting time rather than the extended time for a Ritual. Doing so doesn't require a spell slot. Once you cast the spell in this way, you can't use this benefit again until you finish a Long Rest.

SENTINEL

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Guardian. Immediately after a creature within 5 feet of you takes the Disengage action or hits a target other than you with an attack, you can make an Opportunity Attack against that creature.

Halt. When you hit a creature with an Opportunity Attack, the creature's Speed becomes 0 for the rest of the current turn.

SHADOW-TOUCHED

General Feat (Prerequisite: Level 4+)

Your exposure to the Shadowfell's magic grants you the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Shadow Magic. Choose one level 1 spell from the Illusion or Necromancy school of magic. You always have that spell and the *Invisibility* spell prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

SHARPSHOOTER

General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Bypass Cover. Your ranged attacks with weapons ignore Half Cover and Three-Quarters Cover.

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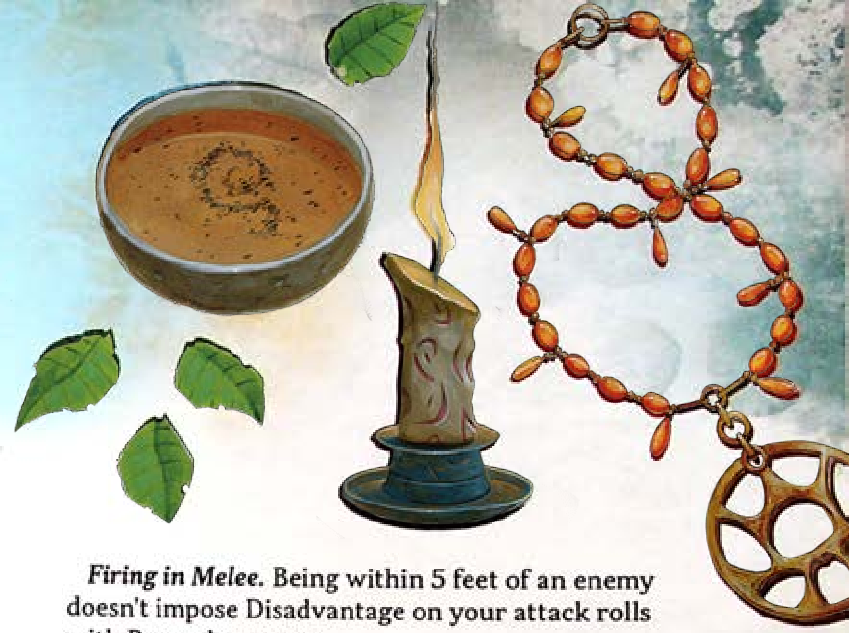


Firing in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with Ranged weapons.

Long Shots. Attacking at long range doesn't impose Disadvantage on your attack rolls with Ranged weapons.

SHIELD MASTER

General Feat (Prerequisite: Level 4+, Shield Training)

You gain the following benefits.

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20.

Shield Bash. If you attack a creature within 5 feet of you as part of the Attack action and hit with a Melee weapon, you can immediately bash the target with your Shield if it's equipped, forcing the target to make a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, you either push the target 5 feet from you or cause it to have the Prone condition (your choice). You can use this benefit only once on each of your turns.

Interpose Shield. If you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can take a Reaction to take no damage if you succeed on the saving throw and are holding a Shield.

SKILL EXPERT

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Skill Proficiency. You gain proficiency in one skill of your choice.

Expertise. Choose one skill in which you have proficiency but lack Expertise. You gain Expertise with that skill.

SKULKER

General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Blindsight. You have Blindsight with a range of 10 feet.

Fog of War. You exploit the distractions of battle, gaining Advantage on any Dexterity (Stealth) check you make as part of the Hide action during combat.

Sniper. If you make an attack roll while hidden and the roll misses, making the attack roll doesn't reveal your location.

SLASHER

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Hamstring. Once per turn when you hit a creature with an attack that deals Slashing damage, you can reduce the Speed of that creature by 10 feet until the start of your next turn.

Enhanced Critical. When you score a Critical Hit that deals Slashing damage to a creature, it has Disadvantage on attack rolls until the start of your next turn.

SPEEDY

General Feat (Prerequisite: Level 4+, Dexterity or Constitution 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Constitution score by 1, to a maximum of 20.

Speed Increase. Your Speed increases by 10 feet.

Dash over Difficult Terrain. When you take the Dash action on your turn, Difficult Terrain doesn't cost you extra movement for the rest of that turn.

Agile Movement. Opportunity Attacks have Disadvantage against you.

SPELL SNIPER

General Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Bypass Cover. Your attack rolls for spells ignore Half Cover and Three-Quarters Cover.

Casting in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with spells.

Increased Range. When you cast a spell that has a range of at least 10 feet and requires you to make an attack roll, you can increase the spell's range by 60 feet.

TELEKINETIC

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Minor Telekinesis. You learn the *Mage Hand* spell. You can cast it without Verbal or Somatic components, you can make the spectral hand Invisible, and its range increases by 30 feet when you cast it. The spell's spellcasting ability is the ability increased by this feat.

Telekinetic Shove. As a Bonus Action, you can telekinetically shove one creature you can see within 30 feet of yourself. When you do so, the target must succeed on a Strength saving throw (DC 8 plus the ability modifier of the score increased by this feat and your Proficiency Bonus) or be moved 5 feet toward or away from you.

TELEPATHIC

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Telepathic Utterance. You can speak telepathically to any creature you can see within 60 feet of yourself. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.

RAYNE ENGLAND

Detect Thoughts. You always have the *Detect Thoughts* spell prepared. You can cast it without a spell slot or spell components, and you must finish a Long Rest before you can cast it in this way again. You can also cast it using spell slots you have of the appropriate level. Your spellcasting ability for the spell is the ability increased by this feat.

WAR CASTER

General Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Concentration. You have Advantage on Constitution saving throws that you make to maintain Concentration.

Reactive Spell. When a creature provokes an Opportunity Attack from you by leaving your reach, you can take a Reaction to cast a spell at the creature rather than making an Opportunity Attack. The spell must have a casting time of one action and must target only that creature.

Somatic Components. You can perform the Somatic components of spells even when you have weapons or a Shield in one or both hands.

WEAPON MASTER

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Mastery Property. Your training with weapons allows you to use the mastery property of one kind of Simple or Martial weapon of your choice, provided you have proficiency with it. Whenever you finish a Long Rest, you can change the kind of weapon to another eligible kind.

FIGHTING STYLE FEATS

These feats are in the Fighting Style category.

ARCHERY

Fighting Style Feat (Prerequisite: Fighting Style Feature)

You gain a +2 bonus to attack rolls you make with Ranged weapons.

BLIND FIGHTING

Fighting Style Feat (Prerequisite: Fighting Style Feature)

You have Blindsight with a range of 10 feet.

DEFENSE

Fighting Style Feat (Prerequisite: Fighting Style Feature)

While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class.

DUELING

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When you're holding a Melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When you roll damage for an attack you make with a Melee weapon that you are holding with two hands, you can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

INTERCEPTION

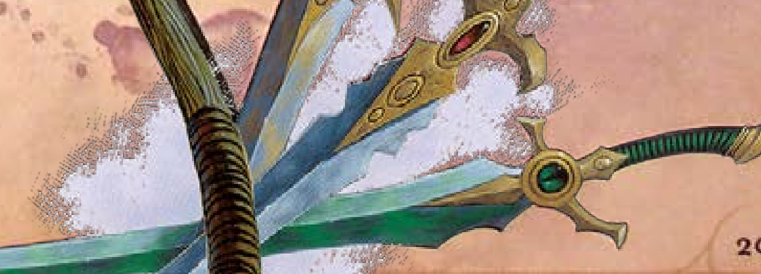
Fighting Style Feat (Prerequisite: Fighting Style Feature)

When a creature you can see hits another creature within 5 feet of you with an attack roll, you can take a Reaction to reduce the damage dealt to the target by 1d10 plus your Proficiency Bonus. You must be holding a Shield or a Simple or Martial weapon to use this Reaction.

PROTECTION

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When a creature you can see attacks a target other than you that is within 5 feet of you, you can take a Reaction to interpose your Shield if you're holding one. You impose Disadvantage on the triggering attack roll and all other attack rolls against the target until the start of your next turn if you remain within 5 feet of the target.



WAYNE ENGLAND

Thrown Weapon Fighting

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When you hit with a ranged attack roll using a weapon that has the Thrown property, you gain a +2 bonus to the damage roll.

Two-Weapon Fighting

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When you make an extra attack as a result of using a weapon that has the Light property, you can add your ability modifier to the damage of that attack if you aren't already adding it to the damage.

Unarmed Fighting

Fighting Style Feat (Prerequisite: Fighting Style Feature)

When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike. If you aren't holding any weapons or a Shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 Bludgeoning damage to one creature Grappled by you.

Epic Boon Feats

These feats are in the Epic Boon category.

Boon of Combat Prowess

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Peerless Aim. When you miss with an attack roll, you can hit instead. Once you use this benefit, you can't use it again until the start of your next turn.

Boon of Dimensional Travel

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Blink Steps. Immediately after you take the Attack action or the Magic action, you can teleport up to 30 feet to an unoccupied space you can see.

Boon of Energy Resistance

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Energy Resistances. You gain Resistance to two of the following damage types of your choice: Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder. Whenever you finish a Long Rest, you can change your choices.

Energy Redirection. When you take damage of one of the types chosen for the Energy Resistances benefit, you can take a Reaction to direct damage of the same type toward another creature you can see within 60 feet of yourself that isn't behind Total Cover. If you do so, that creature must succeed on a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus) or take damage equal to 2d12 plus your Constitution modifier.

Boon of Fate

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Improve Fate. When you or another creature within 60 feet of you succeeds on or fails a D20 Test, you can roll 2d4 and apply the total rolled as a bonus or penalty to the d20 roll. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short or Long Rest.

Boon of Fortitude

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Fortified Health. Your Hit Point maximum increases by 40. In addition, whenever you regain Hit Points, you can regain additional Hit Points equal to your Constitution modifier. Once you've regained these additional Hit Points, you can't do so again until the start of your next turn.

BOON OF IRRESISTIBLE OFFENSE

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 30.

Overcome Defenses. The Bludgeoning, Piercing, and Slashing damage you deal always ignores Resistance.

Overwhelming Strike. When you roll a 20 on the d20 for an attack roll, you can deal extra damage to the target equal to the ability score increased by this feat. The extra damage's type is the same as the attack's type.

BOON OF RECOVERY

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Last Stand. When you would be reduced to 0 Hit Points, you can drop to 1 Hit Point instead and regain a number of Hit Points equal to half your Hit Point maximum. Once you use this benefit, you can't use it again until you finish a Long Rest.

Recover Vitality. You have a pool of ten d10s. As a Bonus Action, you can expend dice from the pool, roll those dice, and regain a number of Hit Points equal to the roll's total. You regain all the expended dice when you finish a Long Rest.

BOON OF SKILL

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

All-Around Adept. You gain proficiency in all skills.

Expertise. Choose one skill in which you lack Expertise. You gain Expertise in that skill.

BOON OF SPEED

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Escape Artist. As a Bonus Action, you can take the Disengage action, which also ends the Grappled condition on you.

Quickness. Your Speed increases by 30 feet.

BOON OF SPELL RECALL

Epic Boon Feat (Prerequisite: Level 19+, Spellcasting Feature)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Free Casting. Whenever you cast a spell with a level 1–4 spell slot, roll 1d4. If the number you roll is the same as the slot's level, the slot isn't expended.

BOON OF THE NIGHT SPIRIT

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Merge with Shadows. While within Dim Light or Darkness, you can give yourself the Invisible condition as a Bonus Action. The condition ends on you immediately after you take an action, a Bonus Action, or a Reaction.

Shadowy Form. While within Dim Light or Darkness, you have Resistance to all damage except Psychic and Radiant.

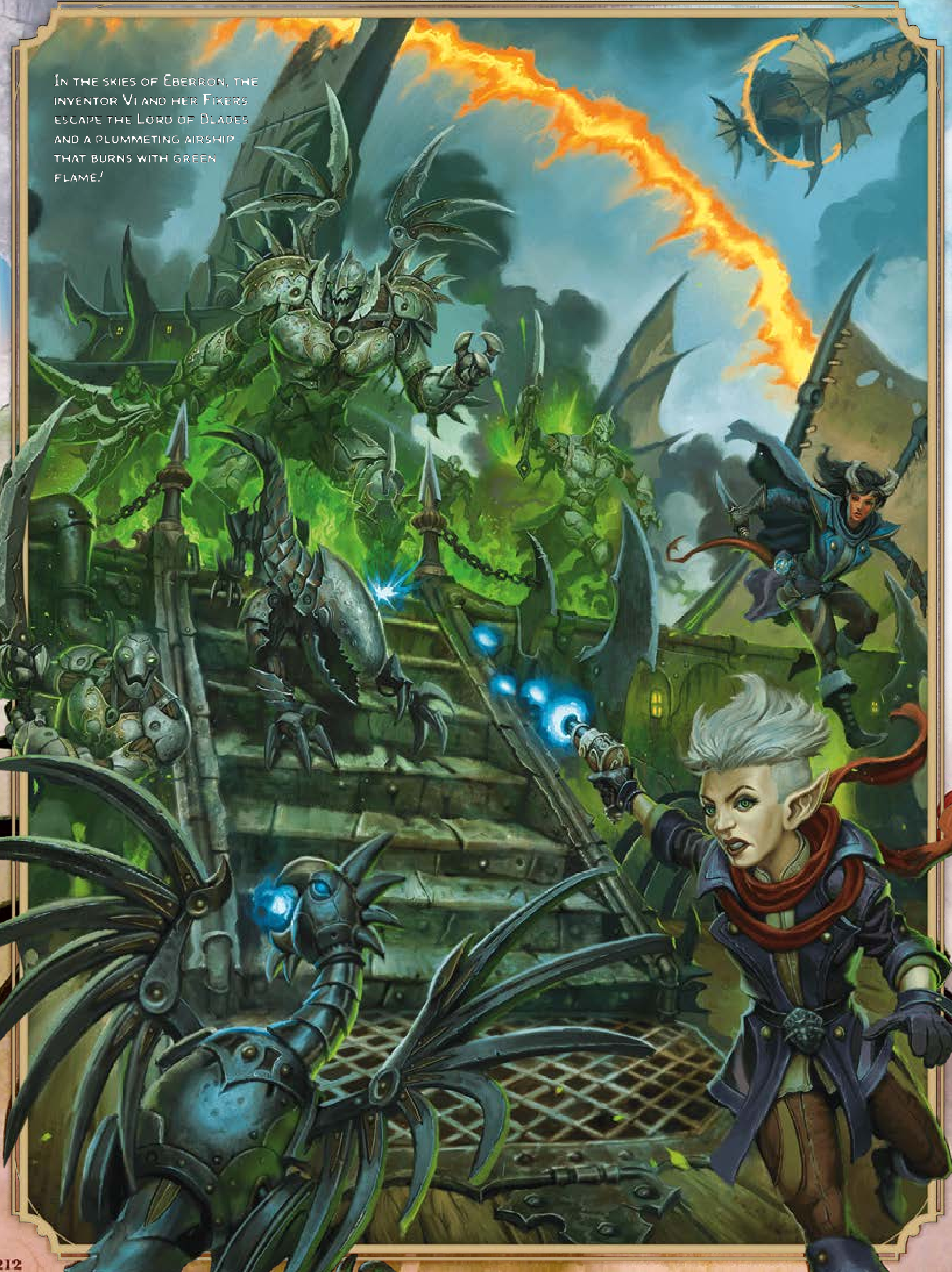
BOON OF TRUESIGHT

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Truesight. You have Truesight with a range of 60 feet.



In the skies of Eberron, the inventor Vi and her Fixers escape the Lord of Blades and a plummeting airship that burns with green flame!

CHAPTER 6

EQUIPMENT

THE RIGHT EQUIPMENT CAN MAKE THE difference between success and failure for adventurers. This chapter provides rules and prices for weapons, armor, and other kinds of equipment that characters might purchase or find. The DM lets you know if a shop has an item for sale and whether it's available at the listed price.

COINS

Characters often find coins on their adventures and can spend those coins in shops, inns, and other businesses. Coins come in different denominations based on the relative worth of their material. The Coin Values table lists coins and how much they're worth relative to the Gold Piece, which is the game's main coin. For example, 100 Copper Pieces are worth 1 Gold Piece.

A coin weighs about a third of an ounce, so fifty coins weigh a pound.

COIN VALUES

Coin	Value in GP
Copper Piece (CP)	1/100
Silver Piece (SP)	1/10
Electrum Piece (EP)	1/2
Gold Piece (GP)	1
Platinum Piece (PP)	10

WEAPONS

The Weapons table in this section shows the game's main weapons. The table lists the cost and weight of each weapon, as well as the following details:

Category. Every weapon falls into a category: Simple or Martial. Weapon proficiencies are usually tied to one of these categories. For example, you might have proficiency with Simple weapons.

Melee or Ranged. A weapon is classified as either Melee or Ranged. A Melee weapon is used to attack a target within 5 feet, whereas a Ranged weapon is used to attack at a greater distance.

SELLING EQUIPMENT

Equipment fetches half its cost when sold. In contrast, trade goods and valuables—like gems and art objects—retain their full value in the marketplace. The *Dungeon Master's Guide* has prices for magic items.

CAIO MONTEIRO

Damage. The table lists the amount of damage a weapon deals when an attacker hits with it as well as the type of that damage.

Properties. Any properties a weapon has are listed in the Properties column. Each property is defined in the "Properties" section.

Mastery. Each weapon has a mastery property, which is defined in the "Mastery Properties" section later in this chapter. To use that property, you must have a feature that lets you use it.

WEAPON PROFICIENCY

Anyone can wield a weapon, but you must have proficiency with it to add your Proficiency Bonus to an attack roll you make with it. A player character's features can provide weapon proficiencies. A monster is proficient with any weapon in its stat block.

PROPERTIES

Here are definitions of the properties in the Properties column of the Weapons table.

AMMUNITION

You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

FINESSE

When making an attack with a Finesse weapon, use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

HEAVY

You have Disadvantage on attack rolls with a Heavy weapon if it's a Melee weapon and your Strength score isn't at least 13 or if it's a Ranged weapon and your Dexterity score isn't at least 13.

LIGHT

When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. That extra attack must be made with a different

IMPROVISED WEAPONS

If you use an object—such as a table leg, frying pan, or bottle—as a makeshift weapon, see "Improvised Weapons" in the rules glossary. Also see those rules if you wield a weapon in an unusual way, such as using a Ranged weapon to make a melee attack.

Light weapon, and you don't add your ability modifier to the extra attack's damage unless that modifier is negative. For example, you can attack with a Shortsword in one hand and a Dagger in the other using the Attack action and a Bonus Action, but you don't add your Strength or Dexterity modifier to the damage roll of the Bonus Action unless that modifier is negative.

LOADING

You can fire only one piece of ammunition from a Loading weapon when you use an action, a Bonus Action, or a Reaction to fire it, regardless of the number of attacks you can normally make.

RANGE

A Range weapon has a range in parentheses after the Ammunition or Thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second is the weapon's long range. When attacking a target beyond normal range, you have Disadvantage on the attack roll. You can't attack a target beyond the long range.

REACH

A Reach weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for Opportunity Attacks with it.

THROWN

If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack. If the weapon is a Melee weapon, use the same ability modifier for the attack and damage rolls that you use for a melee attack with that weapon.

TWO-HANDED

A Two-Handed weapon requires two hands when you attack with it.

VERSATILE

A Versatile weapon can be used with one or two hands. A damage value in parentheses appears with the property. The weapon deals that damage when used with two hands to make a melee attack.

MASTERY PROPERTIES

Each weapon has a mastery property, which is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character. The properties are defined below.

CLEAVE

If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

GRAZE

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

NICK

When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

PUSH

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

SAP

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

SLOW

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

TOPPLE

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

VEX

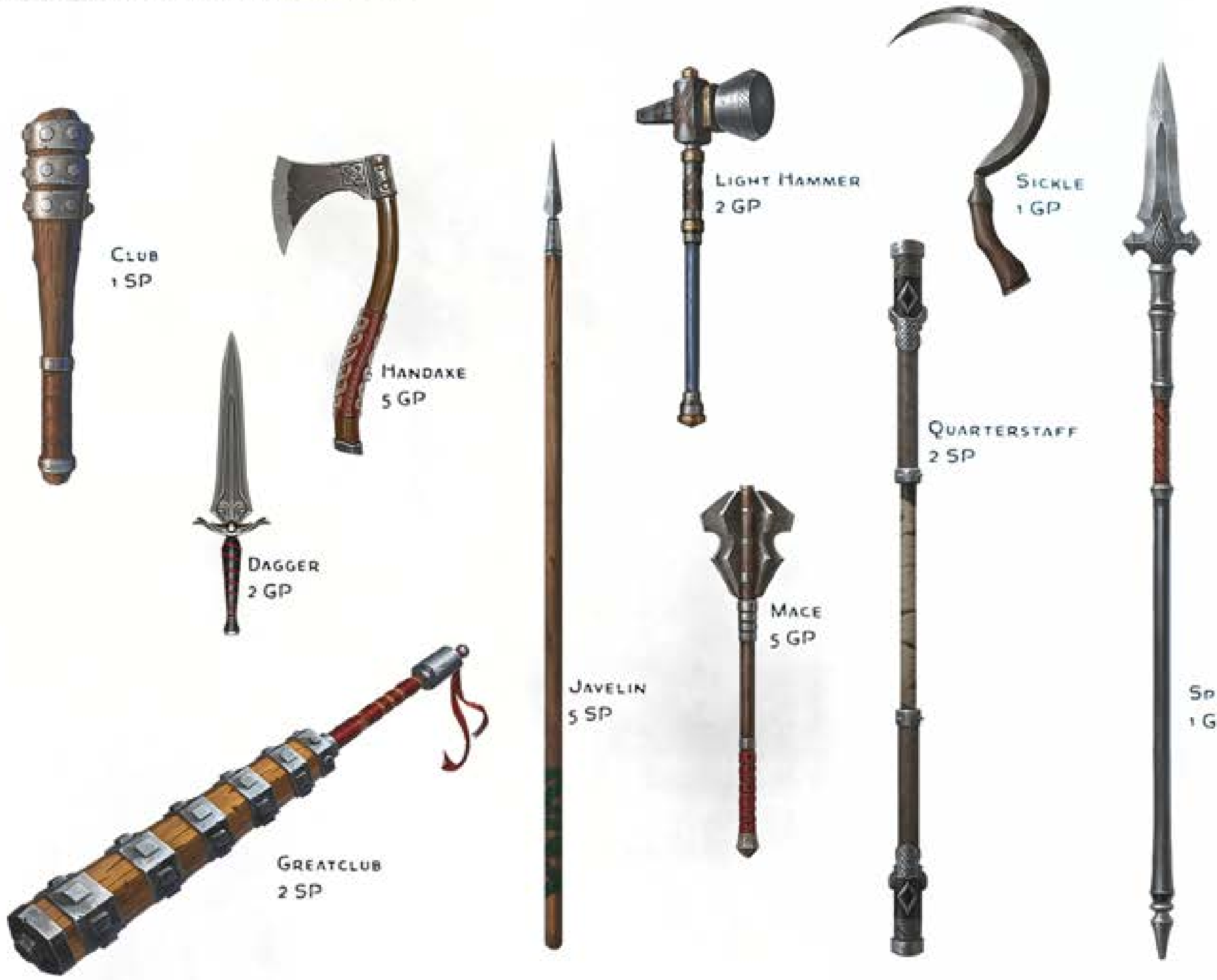
If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

WEAPONS

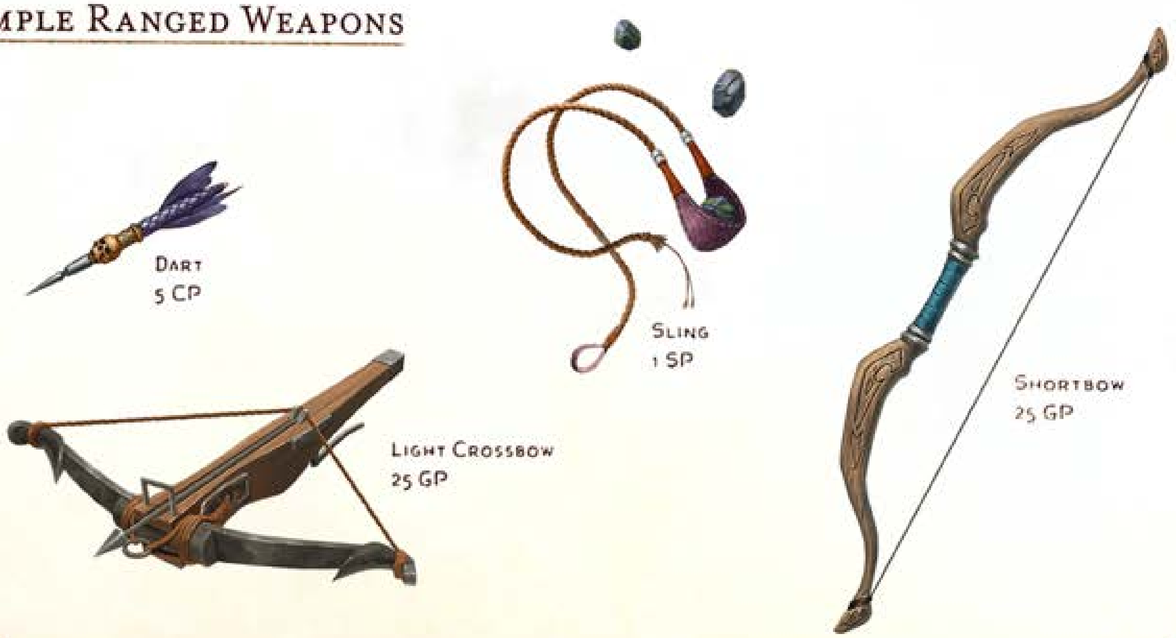
Name	Damage	Properties	Mastery	Weight	Cost
Simple Melee Weapons					
Club	1d4 Bludgeoning	Light	Slow	2 lb.	1 SP
Dagger	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)	Nick	1 lb.	2 GP
Greatclub	1d8 Bludgeoning	Two-Handed	Push	10 lb.	2 SP
Handaxe	1d6 Slashing	Light, Thrown (Range 20/60)	Vex	2 lb.	5 GP
Javelin	1d6 Piercing	Thrown (Range 30/120)	Slow	2 lb.	5 SP
Light Hammer	1d4 Bludgeoning	Light, Thrown (Range 20/60)	Nick	2 lb.	2 GP
Mace	1d6 Bludgeoning	—	Sap	4 lb.	5 GP
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)	Topple	4 lb.	2 SP
Sickle	1d4 Slashing	Light	Nick	2 lb.	1 GP
Spear	1d6 Piercing	Thrown (Range 20/60), Versatile (1d8)	Sap	3 lb.	1 GP
Simple Ranged Weapons					
Dart	1d4 Piercing	Finesse, Thrown (Range 20/60)	Vex	1/4 lb.	5 CP
Light Crossbow	1d8 Piercing	Ammunition (Range 80/320; Bolt), Loading, Two-Handed	Slow	5 lb.	25 GP
Shortbow	1d6 Piercing	Ammunition (Range 80/320; Arrow), Two-Handed	Vex	2 lb.	25 GP
Sling	1d4 Bludgeoning	Ammunition (Range 30/120; Bullet)	Slow	—	1 SP
Martial Melee Weapons					
Battleaxe	1d8 Slashing	Versatile (1d10)	Topple	4 lb.	10 GP
Flail	1d8 Bludgeoning	—	Sap	2 lb.	10 GP
Glaive	1d10 Slashing	Heavy, Reach, Two-Handed	Graze	6 lb.	20 GP
Greataxe	1d12 Slashing	Heavy, Two-Handed	Cleave	7 lb.	30 GP
Greatsword	2d6 Slashing	Heavy, Two-Handed	Graze	6 lb.	50 GP
Halberd	1d10 Slashing	Heavy, Reach, Two-Handed	Cleave	6 lb.	20 GP
Lance	1d10 Piercing	Heavy, Reach, Two-Handed (unless mounted)	Topple	6 lb.	10 GP
Longsword	1d8 Slashing	Versatile (1d10)	Sap	3 lb.	15 GP
Maul	2d6 Bludgeoning	Heavy, Two-Handed	Topple	10 lb.	10 GP
Morningstar	1d8 Piercing	—	Sap	4 lb.	15 GP
Pike	1d10 Piercing	Heavy, Reach, Two-Handed	Push	18 lb.	5 GP
Rapier	1d8 Piercing	Finesse	Vex	2 lb.	25 GP
Scimitar	1d6 Slashing	Finesse, Light	Nick	3 lb.	25 GP
Shortsword	1d6 Piercing	Finesse, Light	Vex	2 lb.	10 GP
Trident	1d8 Piercing	Thrown (Range 20/60), Versatile (1d10)	Topple	4 lb.	5 GP
Warhammer	1d8 Bludgeoning	Versatile (1d10)	Push	5 lb.	15 GP
War Pick	1d8 Piercing	Versatile (1d10)	Sap	2 lb.	5 GP
Whip	1d4 Slashing	Finesse, Reach	Slow	3 lb.	2 GP
Martial Ranged Weapons					
Blowgun	1 Piercing	Ammunition (Range 25/100; Needle), Loading	Vex	1 lb.	10 GP
Hand Crossbow	1d6 Piercing	Ammunition (Range 30/120; Bolt), Light, Loading	Vex	3 lb.	75 GP
Heavy Crossbow	1d10 Piercing	Ammunition (Range 100/400; Bolt), Heavy, Loading, Two-Handed	Push	18 lb.	50 GP
Longbow	1d8 Piercing	Ammunition (Range 150/600; Arrow), Heavy, Two-Handed	Slow	2 lb.	50 GP
Musket	1d12 Piercing	Ammunition (Range 40/120; Bullet), Loading, Two-Handed	Slow	10 lb.	500 GP
Pistol	1d10 Piercing	Ammunition (Range 30/90; Bullet), Loading	Vex	3 lb.	250 GP

WEAPONS

SIMPLE MELEE WEAPONS

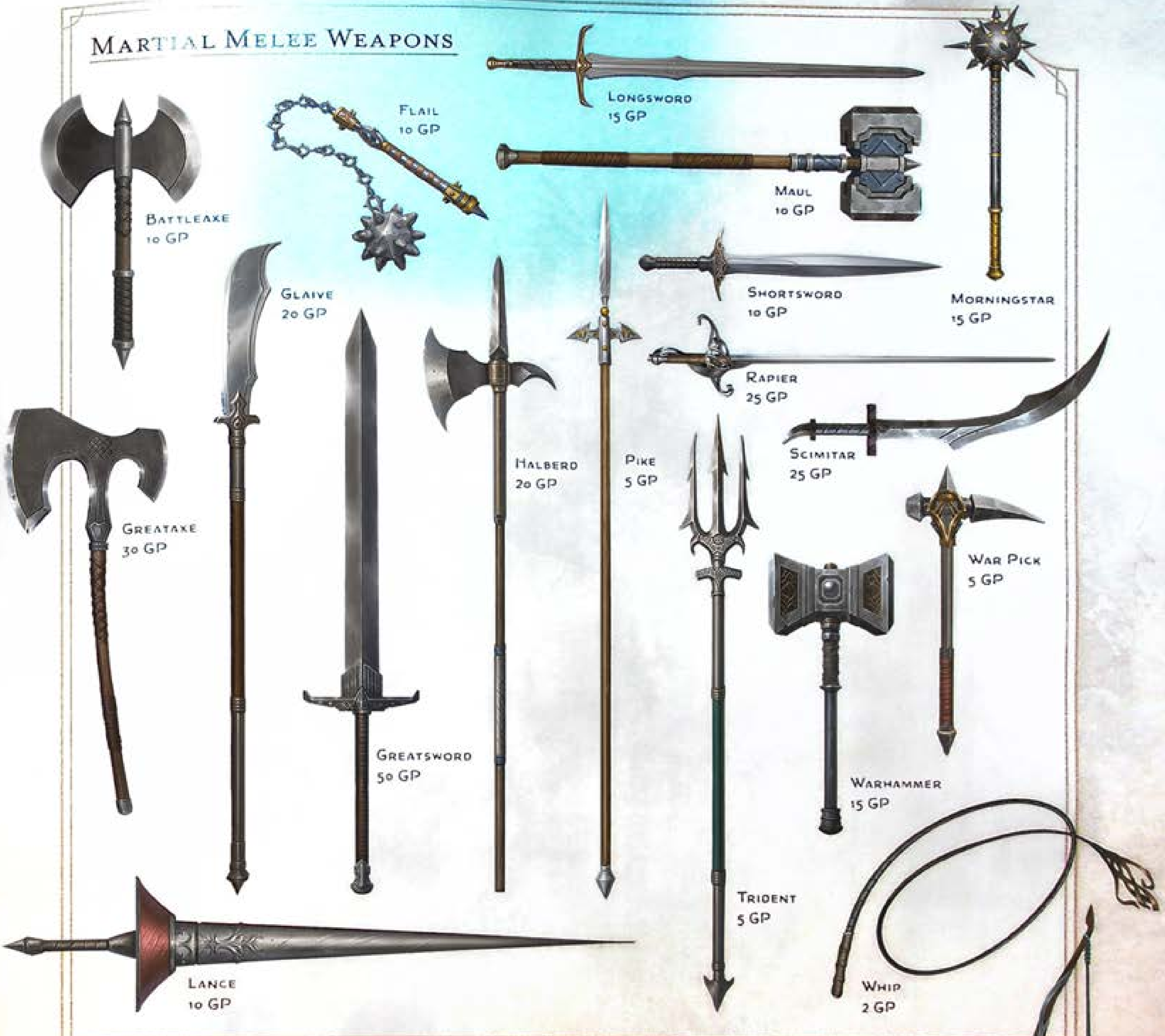

Club
1 SP
Dagger
2 GP
Handaxe
5 GP
Greatclub
2 SP
Javelin
5 SP
Light Hammer
2 GP
Mace
5 GP
Quarterstaff
2 SP
Sickle
1 GP
Spear
1 GP

SIMPLE RANGED WEAPONS

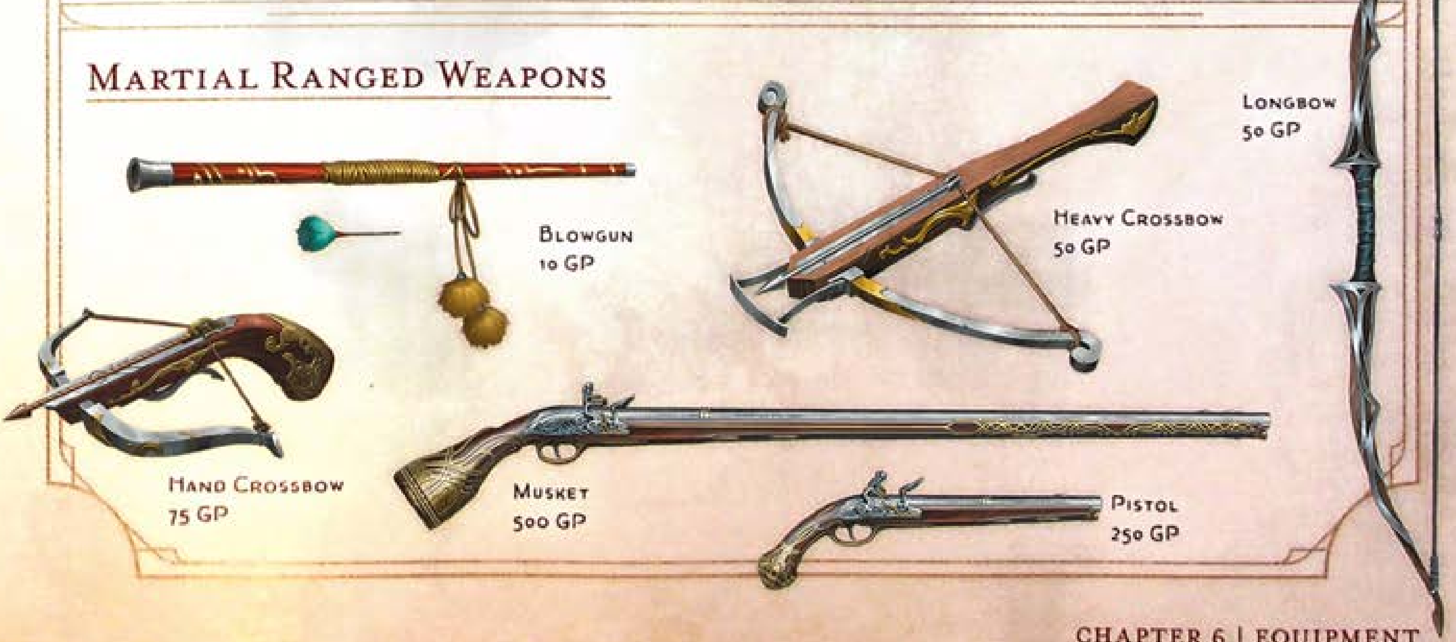

Dart
5 CP
Light Crossbow
25 GP
Sling
1 SP
Shortbow
25 GP

POLAR ENGINE, JOHN GRELLO

MARTIAL MELEE WEAPONS

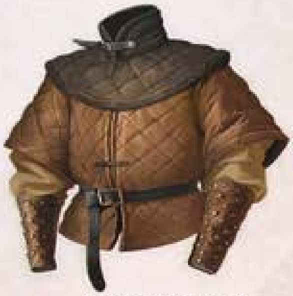

Longsword
15 GP
Flail
10 GP
Battleaxe
10 GP
Maul
10 GP
Morningstar
15 GP
Shortsword
10 GP
Glaive
20 GP
Rapier
25 GP
Scimitar
25 GP
Halberd
20 GP
Pike
5 GP
Greataxe
30 GP
War Pick
5 GP
Greatsword
50 GP
Warhammer
15 GP
Trident
5 GP
Lance
10 GP
Whip
2 GP

MARTIAL RANGED WEAPONS

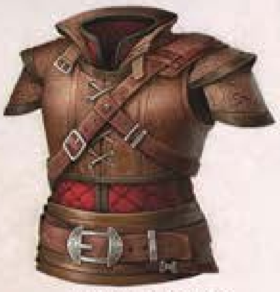

Longbow
50 GP
Blowgun
10 GP
Heavy Crossbow
50 GP
Hand Crossbow
75 GP
Musket
500 GP
Pistol
250 GP

ARMOR

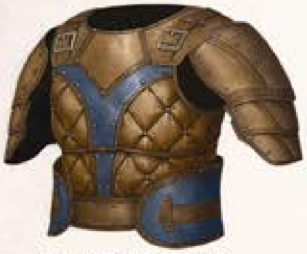
LIGHT ARMOR



Padded Armor
5 GP

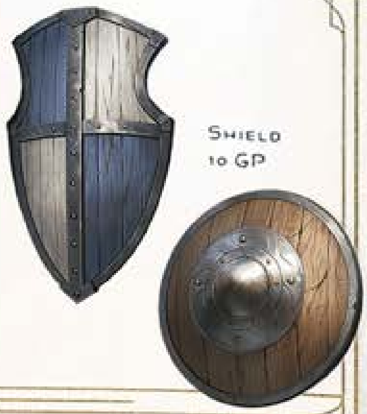


Leather Armor
10 GP



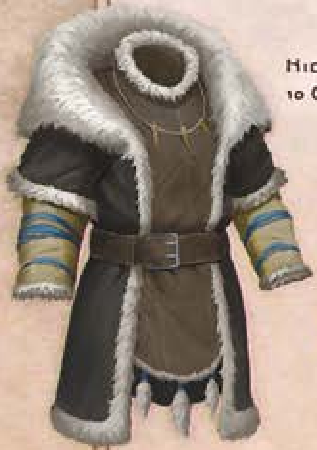
Studded Leather
Armor
45 GP

SHIELDS

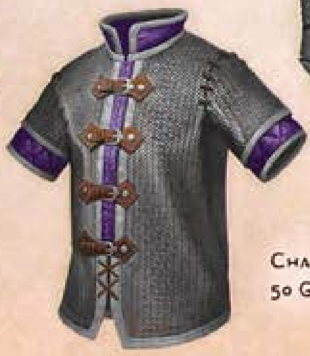


Shield
10 GP

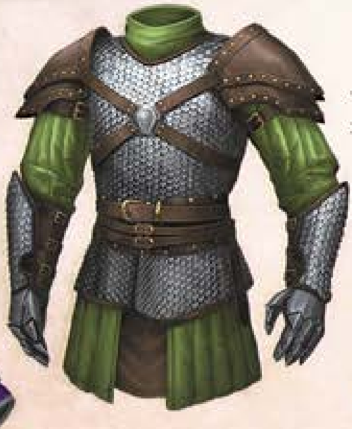
MEDIUM ARMOR



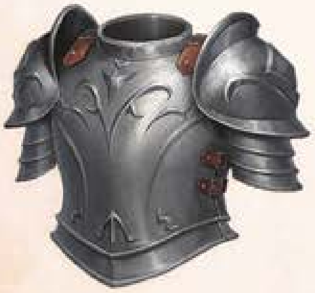
Hide Armor
10 GP



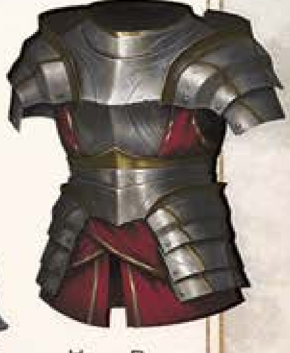
Chain Shirt
50 GP



Scale Mail
50 GP

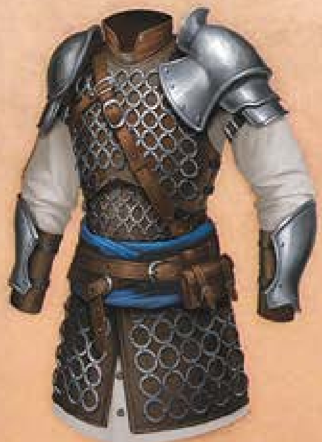


Breastplate
400 GP

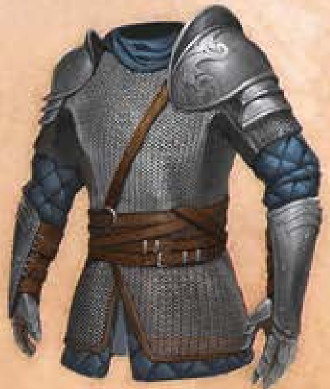


Half Plate
Armor
750 GP

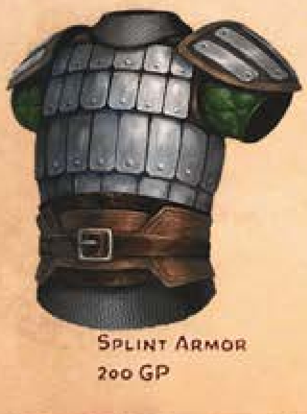
HEAVY ARMOR



Ring Mail
30 GP



Chain Mail
75 GP



Splint Armor
200 GP

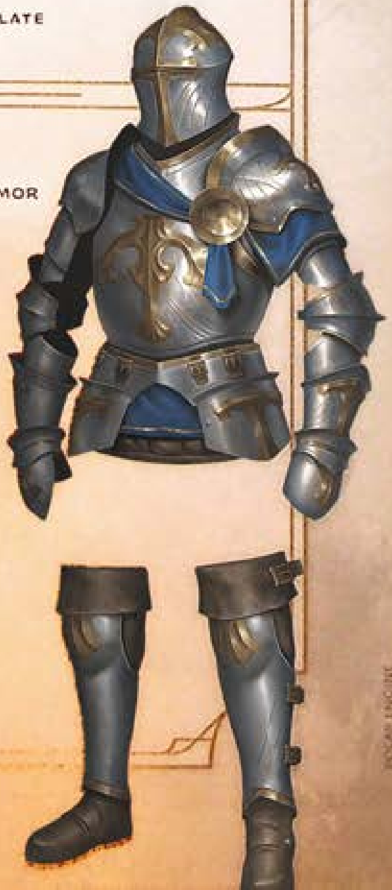


Plate Armor
1,500 GP

Armor

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost
Light Armor (1 Minute to Don or Doff)					
Padded Armor	11 + Dex modifier	—	Disadvantage	8 lb.	5 GP
Leather Armor	11 + Dex modifier	—	—	10 lb.	10 GP
Studded Leather Armor	12 + Dex modifier	—	—	13 lb.	45 GP
Medium Armor (5 Minutes to Don and 1 Minute to Doff)					
Hide Armor	12 + Dex modifier (max 2)	—	—	12 lb.	10 GP
Chain Shirt	13 + Dex modifier (max 2)	—	—	20 lb.	50 GP
Scale Mail	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.	50 GP
Breastplate	14 + Dex modifier (max 2)	—	—	20 lb.	400 GP
Half Plate Armor	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.	750 GP
Heavy Armor (10 Minutes to Don and 5 Minutes to Doff)					
Ring Mail	14	—	Disadvantage	40 lb.	30 GP
Chain Mail	16	Str 13	Disadvantage	55 lb.	75 GP
Splint Armor	17	Str 15	Disadvantage	60 lb.	200 GP
Plate Armor	18	Str 15	Disadvantage	65 lb.	1,500 GP
Shield					
Shield	+2	—	—	6 lb.	10 GP

Armor

The Armor table lists the game's main armor. The table includes the cost and weight of armor, as well as the following details:

Category. Every type of armor falls into a category: Light, Medium, or Heavy. The category determines how long it takes to don or doff the armor (as shown in the table).

Armor Class (AC). The table's Armor Class column tells you what your base AC is when you wear a type of armor. For example, if you wear Leather Armor, your base AC is 11 plus your Dexterity modifier, whereas your AC is 16 in Chain Mail.

Strength. If the table shows a Strength score in the Strength column for an armor type, that armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the table shows "Disadvantage" in the Stealth column for an armor type, the wearer has Disadvantage on Dexterity (Stealth) checks.

Armor Training

Anyone can don armor or hold a Shield, but only those with training can use them effectively, as explained below. A character's class and other features determine the character's armor training. A monster has training with any armor in its stat block.

Light, Medium, or Heavy Armor

If you wear Light, Medium, or Heavy armor and lack training with it, you have Disadvantage on any D20 Test that involves Strength or Dexterity, and you can't cast spells.

Shield

You gain the Armor Class benefit of a Shield only if you have training with it.

One at a Time

A creature can wear only one suit of armor at a time and wield only one Shield at a time.

Variant: Equipment Sizes

In most campaigns, you can use or wear any equipment that you find on your adventures, within the bounds of common sense. For example, an orc adventurer won't fit in a halfling's Leather Armor, and a cloud giant's robe would be far too large for a gnome.

The DM can impose more realism. For example, a suit of Plate Armor made for one human might not fit another one without significant alterations, and a guard's uniform might be visibly ill-fitting when an adventurer tries to wear it as a disguise.

Using this variant, when adventurers find armor, clothing, and similar items that are made to be worn, they might need to visit a smith, a tailor, a leatherworker, or a similar expert to make the item wearable. The cost for such work is 1d4 × 10 percent of the market price of the item.

TOOLS

A tool helps you make specialized ability checks, craft certain items, or both. A tool's description includes the tool's cost and weight, as well as the following entries:

Ability. This entry lists the ability to use when making an ability check with the tool.

Utilize. This entry lists things you can do with the tool when you take the Utilize action. You can do one of those things each time you take the action. This entry also provides the DC for the action.

Craft. This entry lists what, if anything, you can craft with the tool. For crafting rules, see "Crafting Equipment" later in the chapter.

Variants. This entry appears if the tool has variants, which are listed. Each requires a separate proficiency.

TOOL PROFICIENCY

If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that's used with that check, you have Advantage on the check too.

Your features might give you proficiency with a tool. A monster has proficiency with any tool in its stat block.

ARTISAN'S TOOLS

Artisan's Tools are each focused on crafting items and pursuing a trade. Each of these tools requires a separate proficiency.

ALCHEMIST'S SUPPLIES (50 GP)

Ability: Intelligence **Weight:** 8 lb.

Utilize: Identify a substance (DC 15), or start a fire (DC 15)

Craft: Acid, Alchemist's Fire, Component Pouch, Oil, Paper, Perfume

BREWER'S SUPPLIES (20 GP)

Ability: Intelligence **Weight:** 9 lb.

Utilize: Detect poisoned drink (DC 15), or identify alcohol (DC 10)

Craft: Antitoxin

CALLIGRAPHER'S SUPPLIES (10 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Write text with impressive flourishes that guard against forgery (DC 15)

Craft: Ink, *Spell Scroll*

CARPENTER'S TOOLS (8 GP)

Ability: Strength **Weight:** 6 lb.

Utilize: Seal or pry open a door or container (DC 20)

Craft: Club, Greatclub, Quarterstaff, Barrel, Chest, Ladder, Pole, Portable Ram, Torch

CARTOGRAPHER'S TOOLS (15 GP)

Ability: Wisdom **Weight:** 6 lb.

Utilize: Draft a map of a small area (DC 15)

Craft: Map

COBBLER'S TOOLS (5 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Modify footwear to give Advantage on the wearer's next Dexterity (Acrobatics) check (DC 10)

Craft: Climber's Kit

COOK'S UTENSILS (1 GP)

Ability: Wisdom **Weight:** 8 lb.

Utilize: Improve food's flavor (DC 10), or detect spoiled or poisoned food (DC 15)

Craft: Rations

GLASSBLOWER'S TOOLS (30 GP)

Ability: Intelligence **Weight:** 5 lb.

Utilize: Discern what a glass object held in the past 24 hours (DC 15)

Craft: Glass Bottle, Magnifying Glass, Spyglass, Vial

JEWELER'S TOOLS (25 GP)

Ability: Intelligence **Weight:** 2 lb.

Utilize: Discern a gem's value (DC 15)

Craft: Arcane Focus, Holy Symbol

LEATHERWORKER'S TOOLS (5 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Add a design to a leather item (DC 10)

Craft: Sling, Whip, Hide Armor, Leather Armor, Studded Leather Armor, Backpack, Crossbow Bolt Case, Map or Scroll Case, Parchment, Pouch, Quiver, Waterskin

Mason's Tools (10 GP)

Ability: Strength **Weight:** 8 lb.
Utilize: Chisel a symbol or hole in stone (DC 10)
Craft: Block and Tackle

Painter's Supplies (10 GP)

Ability: Wisdom **Weight:** 5 lb.
Utilize: Paint a recognizable image of something you've seen (DC 10)
Craft: Druidic Focus, Holy Symbol

Potter's Tools (10 GP)

Ability: Intelligence **Weight:** 3 lb.
Utilize: Discern what a ceramic object held in the past 24 hours (DC 15)
Craft: Jug, Lamp

Smith's Tools (20 GP)

Ability: Strength **Weight:** 8 lb.
Utilize: Pry open a door or container (DC 20)
Craft: Any Melee weapon (except Club, Greatclub, Quarterstaff, and Whip), Medium armor (except Hide), Heavy armor, Ball Bearings, Bucket, Caltrops, Chain, Crowbar, Firearm Bullets, Grappling Hook, Iron Pot, Iron Spikes, Sling Bullets

Tinker's Tools (50 GP)

Ability: Dexterity **Weight:** 10 lb.
Utilize: Assemble a Tiny item composed of scrap, which falls apart in 1 minute (DC 20)
Craft: Musket, Pistol, Bell, Bullseye Lantern, Flask, Hooded Lantern, Hunting Trap, Lock, Manacles, Mirror, Shovel, Signal Whistle, Tinderbox

Weaver's Tools (1 GP)

Ability: Dexterity **Weight:** 5 lb.
Utilize: Mend a tear in clothing (DC 10), or sew a Tiny design (DC 10)
Craft: Padded Armor, Basket, Bedroll, Blanket, Fine Clothes, Net, Robe, Rope, Sack, String, Tent, Traveler's Clothes

Woodcarver's Tools (1 GP)

Ability: Dexterity **Weight:** 5 lb.
Utilize: Carve a pattern in wood (DC 10)
Craft: Club, Greatclub, Quarterstaff, Ranged weapons (except Pistol, Musket, and Sling), Arcane Focus, Arrows, Bolts, Druidic Focus, Ink Pen, Needles

Other Tools

These tools support adventure and other pursuits.

Disguise Kit (25 GP)

Ability: Charisma **Weight:** 3 lb.
Utilize: Apply makeup (DC 10)
Craft: Costume

Forgery Kit (15 GP)

Ability: Dexterity **Weight:** 5 lb.
Utilize: Mimic 10 or fewer words of someone else's handwriting (DC 15), or duplicate a wax seal (DC 20)

Gaming Set (Varies)

Ability: Wisdom **Weight:** —
Utilize: Discern whether someone is cheating (DC 10), or win the game (DC 20)
Variants: Dice (1 SP), dragonchess (1 GP), playing cards (5 SP), three-dragon ante (1 GP)

Herbalism Kit (5 GP)

Ability: Intelligence **Weight:** 3 lb.
Utilize: Identify a plant (DC 10)
Craft: Antitoxin, Candle, Healer's Kit, *Potion of Healing*

Musical Instrument (Varies)

Ability: Charisma **Weight:** Varies
Utilize: Play a known tune (DC 10), or improvise a song (DC 15)
Variants: Bagpipes (30 GP, 6 lb.), drum (6 GP, 3 lb.), dulcimer (25 GP, 10 lb.), flute (2 GP, 1 lb.), horn (3 GP, 2 lb.), lute (35 GP, 2 lb.), lyre (30 GP, 2 lb.), pan flute (12 GP, 2 lb.), shawm (2 GP, 1 lb.), viol (30 GP, 1 lb.)

Navigator's Tools (25 GP)

Ability: Wisdom **Weight:** 2 lb.
Utilize: Plot a course (DC 10), or determine position by stargazing (DC 15)

Poisoner's Kit (50 GP)

Ability: Intelligence **Weight:** 2 lb.
Utilize: Detect a poisoned object (DC 10)
Craft: Basic Poison

Thieves' Tools (25 GP)

Ability: Dexterity **Weight:** 1 lb.
Utilize: Pick a lock (DC 15), or disarm a trap (DC 15)

A Warlock channels magic through an Arcane Focus.

ADVENTURING GEAR

The Adventuring Gear table in this section includes gear that adventurers often find useful. These items are described here in alphabetical order, with an item's price appearing after its name.

ACID (25 GP)

When you take the Attack action, you can replace one of your attacks with throwing a vial of Acid. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d6 Acid damage.

ALCHEMIST'S FIRE (50 GP)

When you take the Attack action, you can replace one of your attacks with throwing a flask of Alchemist's Fire. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 1d4 Fire damage and start burning (see the rules glossary).

AMMUNITION (VARIES)

Ammunition is required by a weapon that has the Ammunition property. A weapon's description specifies the type of ammunition used by the weapon. The Ammunition table lists the different types and the amount you get when you buy them. The table also lists the item that is typically used to store each type; storage must be bought separately.

AMMUNITION

Type	Amount	Storage	Weight	Cost
Arrows	20	Quiver	1 lb.	1 GP
Bolts	20	Case	1½ lb.	1 GP
Bullets, Firearm	10	Pouch	2 lb.	3 GP
Bullets, Sling	20	Pouch	1½ lb.	4 CP
Needles	50	Pouch	1 lb.	1 GP

ANTITOXIN (50 GP)

As a Bonus Action, you can drink a vial of Antitoxin to gain Advantage on saving throws to avoid or end the Poisoned condition for 1 hour.

IGNATIUS BUDI

ADVENTURING GEAR

Item	Weight	Cost
Acid	1 lb.	25 GP
Alchemist's Fire	1 lb.	50 GP
Ammunition	Varies	Varies
Antitoxin	—	50 GP
Arcane Focus	Varies	Varies
Backpack	5 lb.	2 GP
Ball Bearings	2 lb.	1 GP
Barrel	70 lb.	2 GP
Basket	2 lb.	4 SP
Bedroll	7 lb.	1 GP
Bell	—	1 GP
Blanket	3 lb.	5 SP
Block and Tackle	5 lb.	1 GP
Book	5 lb.	25 GP
Bottle, Glass	2 lb.	2 GP
Bucket	2 lb.	5 CP
Burglar's Pack	42 lb.	16 GP
Caltrops	2 lb.	1 GP
Candle	—	1 CP
Case, Crossbow Bolt	1 lb.	1 GP
Case, Map or Scroll	1 lb.	1 GP
Chain	10 lb.	5 GP
Chest	25 lb.	5 GP
Climber's Kit	12 lb.	25 GP
Clothes, Fine	6 lb.	15 GP
Clothes, Traveler's	4 lb.	2 GP
Component Pouch	2 lb.	25 GP
Costume	4 lb.	5 GP
Crowbar	5 lb.	2 GP
Diplomat's Pack	39 lb.	39 GP
Druidic Focus	Varies	Varies
Dungeoneer's Pack	55 lb.	12 GP
Entertainer's Pack	58½ lb.	40 GP
Explorer's Pack	55 lb.	10 GP
Flask	1 lb.	2 CP
Grappling Hook	4 lb.	2 GP
Healer's Kit	3 lb.	5 GP
Holy Symbol	Varies	Varies
Holy Water	1 lb.	25 GP
Hunting Trap	25 lb.	5 GP
Ink	—	10 GP
Ink Pen	—	2 CP
Jug	4 lb.	2 CP
Ladder	25 lb.	1 SP
Lamp	1 lb.	5 SP
Lantern, Bullseye	2 lb.	10 GP
Lantern, Hooded	2 lb.	5 GP
Lock	1 lb.	10 GP
Magnifying Glass	—	100 GP
Manacles	6 lb.	2 GP
Map	—	1 GP
Mirror	1/2 lb.	5 GP
Net	3 lb.	1 GP
Oil	1 lb.	1 SP
Paper	—	2 SP
Parchment	—	1 SP
Perfume	—	5 GP
Poison, Basic	—	100 GP
Pole	7 lb.	5 CP
Pot, Iron	10 lb.	2 GP
Potion of Healing	1/2 lb.	50 GP
Pouch	1 lb.	5 SP
Priest's Pack	29 lb.	33 GP
Quiver	1 lb.	1 GP
Ram, Portable	35 lb.	4 GP
Rations	2 lb.	5 SP
Robe	4 lb.	1 GP
Rope	5 lb.	1 GP
Sack	1/2 lb.	1 CP
Scholar's Pack	22 lb.	40 GP
Shovel	5 lb.	2 GP
Signal Whistle	—	5 CP
Spell Scroll (Cantrip)	—	30 GP
Spell Scroll (Level 1)	—	50 GP
Spikes, Iron	5 lb.	1 GP
Spyglass	1 lb.	1,000 GP
String	—	1 SP
Tent	20 lb.	2 GP
Tinderbox	1 lb.	5 SP
Torch	1 lb.	1 CP
Vial	—	1 GP
Waterskin	5 lb. (full)	2 SP

ARCANE FOCUS (VARIES)

An Arcane Focus takes one of the forms in the Arcane Focuses table and is bejeweled or carved to channel arcane magic. A Sorcerer, Warlock, or Wizard can use such an item as a Spellcasting Focus.

ARCANE FOCUSES

Focus	Weight	Cost
Crystal	1 lb.	10 GP
Orb	3 lb.	20 GP
Rod	2 lb.	10 GP
Staff (also a Quarterstaff)	4 lb.	5 GP
Wand	1 lb.	10 GP

BACKPACK (2 GP)

A Backpack holds up to 30 pounds within 1 cubic foot. It can also serve as a saddlebag.

BALL BEARINGS (1 GP)

As a Utilize action, you can spill Ball Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 10 Dexterity saving throw or have the Prone condition. It takes 10 minutes to recover the Ball Bearings.

BARREL (2 GP)

A Barrel holds up to 40 gallons of liquid or up to 4 cubic feet of dry goods.

BASKET (4 SP)

A Basket holds up to 40 pounds within 2 cubic feet.

BEDROLL (1 GP)

A Bedroll sleeps one Small or Medium creature. While in a Bedroll, you automatically succeed on saving throws against extreme cold (see the *Dungeon Master's Guide*).

BELL (1 GP)

When rung as a Utilize action, a Bell produces a sound that can be heard up to 60 feet away.

BLANKET (5 SP)

While wrapped in a blanket, you have Advantage on saving throws against extreme cold (see the *Dungeon Master's Guide*).

BLOCK AND TACKLE (1 GP)

A Block and Tackle allows you to hoist up to four times the weight you can normally lift.

BOOK (25 GP)

A Book contains fiction or nonfiction. If you consult an accurate nonfiction Book about its topic, you gain a +5 bonus to Intelligence (Arcana, History, Nature, or Religion) checks you make about that topic.

BOTTLE, GLASS (2 GP)

A Glass Bottle holds up to 1½ pints.

BUCKET (5 CP)

A Bucket holds up to half a cubic foot of contents.

BURGLAR'S PACK (16 GP)

A Burglar's Pack contains the following items: Backpack, Ball Bearings, Bell, 10 Candles, Crowbar, Hooded Lantern, 7 flasks of Oil, 5 days of Rations, Rope, Tinderbox, and Waterskin.

CALTROPS (1 GP)

As a Utilize action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

CANDLE (1 CP)

For 1 hour, a lit Candle sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet.

CASE, CROSSBOW BOLT (1 GP)

A Crossbow Bolt Case holds up to 20 Bolts.

CASE, MAP OR SCROLL (1 GP)

A Map or Scroll Case holds up to 10 sheets of paper or 5 sheets of parchment.

CHAIN (5 GP)

As a Utilize action, you can wrap a Chain around an unwilling creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Strength (Athletics) check. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Chain requires the creature to make a successful DC 18 Dexterity (Acrobatics) check as an action. Bursting the Chain requires a successful DC 20 Strength (Athletics) check as an action.

Chest (5 GP)

A Chest holds up to 12 cubic feet of contents.

Climber's Kit (25 GP)

A Climber's Kit includes boot tips, gloves, pitons, and a harness. As a Utilize action, you can use the Climber's Kit to anchor yourself; when you do, you can't fall more than 25 feet from the anchor point, and you can't move more than 25 feet from there without undoing the anchor as a Bonus Action.

Clothes, Fine (15 GP)

Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

Clothes, Traveler's (2 GP)

Traveler's Clothes are resilient garments designed for travel in various environments.

Component Pouch (25 GP)

A Component Pouch is watertight and filled with compartments that hold all the free Material components of your spells.

Costume (5 GP)

While wearing a Costume, you have Advantage on any ability check you make to impersonate the person or type of person it represents.

Crowbar (2 GP)

Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Diplomat's Pack (39 GP)

A Diplomat's Pack contains the following items: Chest, Fine Clothes, Ink, 5 Ink Pens, Lamp, 2 Map or Scroll Cases, 4 flasks of Oil, 5 sheets of Paper, 5 sheets of Parchment, Perfume, and Tinderbox.

Druidic Focus (Varies)

A Druidic Focus takes one of the forms in the Druidic Focuses table and is carved, tied with ribbon, or painted to channel primal magic. A Druid or Ranger can use such an object as a Spellcasting Focus.

Druidic Focuses

Focus	Weight	Cost
Sprig of mistletoe	—	1 GP
Wooden staff (also a Quarterstaff)	4 lb.	5 GP
Yew wand	1 lb.	10 GP

Dungeoneer's Pack (12 GP)

A Dungeoneer's Pack contains the following items: Backpack, Caltrops, Crowbar, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, and Waterskin.

Entertainer's Pack (40 GP)

An Entertainer's Pack contains the following items: Backpack, Bedroll, Bell, Bullseye Lantern, 3 Costumes, Mirror, 8 flasks of Oil, 9 days of Rations, Tinderbox, and Waterskin.

Explorer's Pack (10 GP)

An Explorer's Pack contains the following items: Backpack, Bedroll, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, and Waterskin.

Flask (2 CP)

A Flask holds up to 1 pint.

Grappling Hook (2 GP)

As a Utilize action, you can throw the Grappling Hook at a railing, a ledge, or another catch within 50 feet of yourself, and the hook catches on if you succeed on a DC 13 Dexterity (Acrobatics) check. If you tied a Rope to the hook, you can then climb it.

Healer's Kit (5 GP)

A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

HOLY SYMBOL (VARIES)

A Holy Symbol takes one of the forms in the Holy Symbol table and is bejeweled or painted to channel divine magic. A Cleric or Paladin can use a Holy Symbol as a Spellcasting Focus.

The table indicates whether a Holy Symbol needs to be held, worn, or borne on fabric (such as a tabard or banner) or a Shield.

HOLY SYMBOLS

Symbol	Weight	Cost
Amulet (worn or held)	1 lb.	5 GP
Emblem (borne on fabric or a Shield)	—	5 GP
Reliquary (held)	2 lb.	5 GP

HOLY WATER (25 GP)

When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

HUNTING TRAP (5 GP)

As a Utilize action, you can set a Hunting Trap, which is a sawtooth steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 Piercing damage and have its Speed reduced to 0 until the start of its next turn. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet). A creature can use its action to make a DC 13 Strength (Athletics) check, freeing itself or another creature within its reach on a success. Each failed check deals 1 Piercing damage to the trapped creature.

INK (10 GP)

Ink comes in a 1-ounce bottle, which provides enough ink to write about 500 pages.

INK PEN (2 CP)

Using Ink, an Ink Pen is used to write or draw.

JUG (2 CP)

A Jug holds up to 1 gallon.

LADDER (1 SP)

A Ladder is 10 feet tall. You must climb to move up or down it.

LAMP (5 SP)

A Lamp burns Oil as fuel to cast Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

LANTERN, BULLSEYE (10 GP)

A Bullseye Lantern burns Oil as fuel to cast Bright Light in a 60-foot Cone and Dim Light for an additional 60 feet.

LANTERN, HOODED (5 GP)

A Hooded Lantern burns Oil as fuel to cast Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. As a Bonus Action, you can lower the hood, reducing the light to Dim Light in a 5-foot radius, or raise it again.

LOCK (10 GP)

A Lock comes with a key. Without the key, a creature can use Thieves' Tools to pick this Lock with a successful DC 15 Dexterity (Sleight of Hand) check.

MAGNIFYING GLASS (100 GP)

A Magnifying Glass grants Advantage on any ability check made to appraise or inspect a highly detailed item. Lighting a fire with a Magnifying Glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite.

MANACLES (2 GP)

As a Utilize action, you can use Manacles to bind an unwilling Small or Medium creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Dexterity (Sleight of Hand) check. While bound, a creature has Disadvantage on attack rolls, and the creature is Restrained if the Manacles are attached to a chain or hook that is fixed in place. Escaping the Manacles requires a successful DC 20 Dexterity (Sleight of Hand) check as an action. Bursting them requires a successful DC 25 Strength (Athletics) check as an action.

Each set of Manacles comes with a key. Without the key, a creature can use Thieves' Tools to pick the Manacles' lock with a successful DC 15 Dexterity (Sleight of Hand) check.

MAP (1 GP)

If you consult an accurate Map, you gain a +5 bonus to Wisdom (Survival) checks you make to find your way in the place represented on it.

MIRROR (5 GP)

A handheld steel Mirror is useful for personal cosmetics but also for peeking around corners and reflecting light as a signal.

NET (1 GP)

When you take the Attack action, you can replace one of your attacks with throwing a Net. Target a creature you can see within 15 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or have the Restrained condition until it escapes. The target succeeds automatically if it is Huge or larger.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 10 Strength (Athletics) check, freeing the Restrained creature on a success. Destroying the Net (AC 10; 5 HP; Immunity to Bludgeoning, Poison, and Psychic damage) also frees the target, ending the effect.

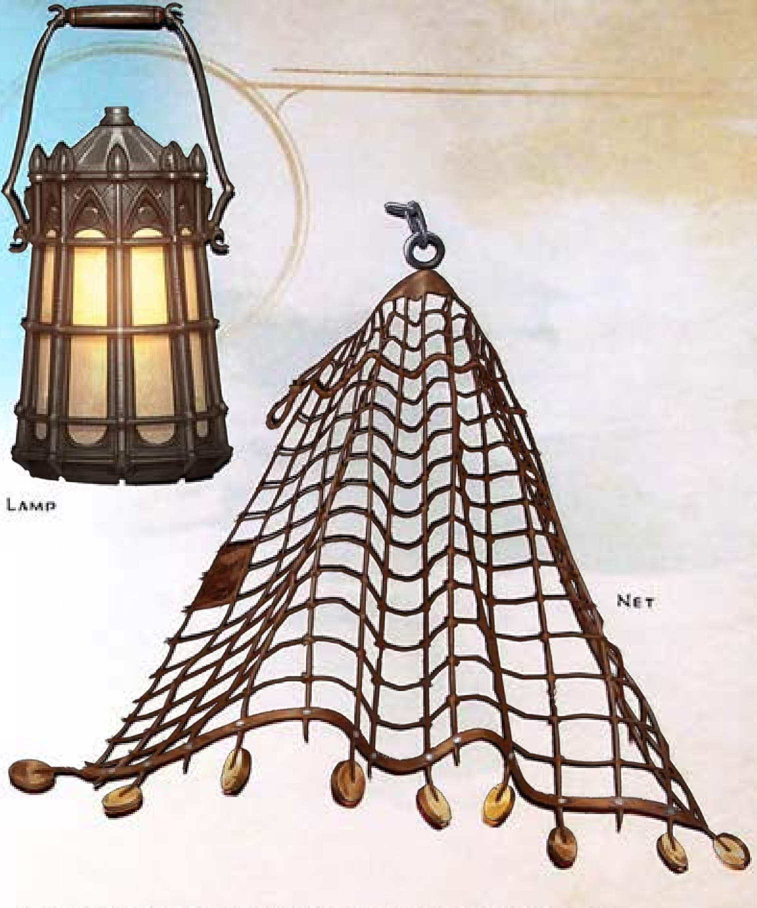
OIL (1 SP)

You can douse a creature, object, or space with Oil or use it as fuel, as detailed below.

Dousing a Creature or an Object. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil.

Dousing a Space. You can take the Utilize action to pour an Oil flask on level ground to cover a 5-foot-square area within 5 feet of yourself. If lit, the oil burns until the end of the turn 2 rounds from when the oil was lit (or 12 seconds) and deals 5 Fire damage to any creature that enters the area or ends its turn there. A creature can take this damage only once per turn.

Fuel. Oil serves as fuel for Lamps and Lanterns. Once lit, a flask of Oil burns for 6 hours in a Lamp or Lantern. That duration doesn't need to be consecutive; you can extinguish the burning Oil (as a Utilize action) and rekindle it again until it has burned for a total of 6 hours.



LAMP

NET

PAPER (2 SP)

One sheet of Paper can hold about 250 handwritten words.

PARCHMENT (1 SP)

One sheet of Parchment can hold about 250 handwritten words.

PERFUME (5 GP)

Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of yourself.

POISON, BASIC (100 GP)

As a Bonus Action, you can use a vial of Basic Poison to coat one weapon or up to three pieces of ammunition. A creature that takes Piercing or Slashing damage from the poisoned weapon or ammunition takes an extra 1d4 Poison damage. Once applied, the poison retains potency for 1 minute or until its damage is dealt, whichever comes first.

Pole (5 CP)

A Pole is 10 feet long. You can use it to touch something up to 10 feet away. If you must make a Strength (Athletics) check as part of a High or Long Jump, you can use the Pole to vault, giving yourself Advantage on the check.

Pot, Iron (2 GP)

An Iron Pot holds up to 1 gallon.

Potion of Healing (50 GP)

This potion is a magic item. As a Bonus Action, you can drink it or administer it to another creature within 5 feet of yourself. The creature that drinks the magical red fluid in this vial regains 2d4 + 2 Hit Points.

Pouch (5 SP)

A Pouch holds up to 6 pounds within one-fifth of a cubic foot.

Priest's Pack (33 GP)

A Priest's Pack contains the following items: Backpack, Blanket, Holy Water, Lamp, 7 days of Rations, Robe, and Tinderbox.

Quiver (1 GP)

A Quiver holds up to 20 Arrows.

Ram, Portable (4 GP)

You can use a Portable Ram to break down doors. When doing so, you gain a +4 bonus to the Strength check. One other character can help you use the ram, giving you Advantage on this check.

Rations (5 SP)

Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts. See "Malnutrition" in the rules glossary for the risks of not eating.

Robe (1 GP)

A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Rope (1 GP)

As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Rope can be burst with a successful DC 20 Strength (Athletics) check.

You can bind an unwilling creature with the Rope only if the creature has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Dexterity (Acrobatics) check as an action.

Sack (1 CP)

A Sack holds up to 30 pounds within 1 cubic foot.

Scholar's Pack (40 GP)

A Scholar's Pack contains the following items: Backpack, Book, Ink, Ink Pen, Lamp, 10 flasks of Oil, 10 sheets of Parchment, and Tinderbox.

Shovel (2 GP)

Working for 1 hour, you can use a Shovel to dig a hole that is 5 feet on each side in soil or similar material.

Signal Whistle (5 CP)

When blown as a Utilize action, a Signal Whistle produces a sound that can be heard up to 600 feet away.

Spell Scroll (Cantrip, 30 GP; Level 1, 50 GP)

A *Spell Scroll* (Cantrip) or *Spell Scroll* (Level 1) is a magic item that bears the words of a cantrip or level 1 spell, respectively, determined by the scroll's creator. If the spell is on your class's spell list, you can read the scroll and cast the spell using its normal casting time and without providing any Material components.

If the spell requires a saving throw or an attack roll, the spell save DC is 13, and the attack bonus is +5. The scroll disintegrates when the casting is completed.

Spikes, Iron (1 GP)

Iron Spikes come in bundles of ten. As a Utilize action, you can use a blunt object, such as a Light Hammer, to hammer a spike into wood, earth, or a similar material. You can do so to jam a door shut or to then tie a Rope or Chain to the Spike.

SPYGLASS (1,000 GP)

Objects viewed through a Spyglass are magnified to twice their size.

STRING (1 SP)

String is 10 feet long. You can tie a knot in it as a Utilize action.

TENT (2 GP)

A Tent sleeps up to two Small or Medium creatures.

TINDERBOX (5 SP)

A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

TORCH (1 CP)

A Torch burns for 1 hour, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 Fire damage.

VIAL (1 GP)

A Vial holds up to 4 ounces.

WATERSKIN (2 SP)

A Waterskin holds up to 4 pints. If you don't drink sufficient water, you risk dehydration (see the rules glossary).

MOUNTS AND VEHICLES

A mount can help you move more quickly through the wilderness, but its primary purpose is to carry gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's carrying capacity. See appendix B for the animals' stat blocks.

MOUNTS AND CARGO

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, add their carrying capacities together.

BARDING

Barding is armor designed for a mount. Any type of armor on the Armor table in this chapter can be purchased as barding. The cost is four times the normal cost, and it weighs twice as much.

SADDLES

A saddle comes with a bit, a bridle, reins, and any other equipment needed to use the saddle. A Military Saddle gives Advantage on any ability check you make to remain mounted. An Exotic Saddle is required for riding an aquatic or a flying mount.

MOUNTS AND OTHER ANIMALS

Item	Carrying Capacity	Cost
Camel	450 lb.	50 GP
Elephant	1,320 lb.	200 GP
Horse, Draft	540 lb.	50 GP
Horse, Riding	480 lb.	75 GP
Mastiff	195 lb.	25 GP
Mule	420 lb.	8 GP
Pony	225 lb.	30 GP
Warhorse	540 lb.	400 GP

TACK, HARNESS, AND DRAWN VEHICLES

Item	Weight	Cost
Carriage	600 lb.	100 GP
Cart	200 lb.	15 GP
Chariot	100 lb.	250 GP
Feed per day	10 lb.	5 CP
Saddle		
Exotic	40 lb.	60 GP
Military	30 lb.	20 GP
Riding	25 lb.	10 GP
Sled	300 lb.	20 GP
Stabling per day	—	5 SP
Wagon	400 lb.	35 GP

LARGE VEHICLES

The Airborne and Waterborne Vehicles table provides statistics for various types of large vehicles. The following notes apply.

SPEED

A ship sailing against a strong wind moves at half speed. In a dead calm (no wind), waterborne ships can't move under sail and must be rowed. Keelboats and Rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A Rowboat can be carried and weighs 100 pounds.

CREW

A ship larger than a Keelboat or Rowboat needs a crew of skilled hirelings (see "Services" later in this chapter) to function. The minimum number of skilled hirelings needed to crew a ship depends on the type of ship, as shown in the table.

PASSENGERS

The table lists the number of Small and Medium passengers the ship can accommodate using hammocks. A ship outfitted with private accommodations can carry one-fifth as many passengers. A passenger usually pays 5 SP per day for a hammock, but prices can vary from ship to ship. A small private cabin usually costs 2 GP per day.

DAMAGE THRESHOLD

If a vehicle has a damage threshold (see the rules glossary), it's noted in the table.

SHIP REPAIR

Repairs to a damaged ship can be made while the vessel is berthed. Repairing 1 Hit Point of damage requires 1 day and costs 20 GP for materials and labor. If the repairs are made in a location where supplies and skilled labor are abundant, such as a city shipyard, the repair time and cost are halved.

SERVICES

This section outlines services and other expenses that adventurers might spend money on.

LIFESTYLE EXPENSES

Lifestyle expenses summarize the cost of living in a fantasy world. They cover lodging, food, equipment maintenance, and other necessities.

At the start of each week or month (DM's choice), choose a lifestyle below—Wretched, Squalid, Poor, Modest, Comfortable, Wealthy, or Aristocratic—and pay the price to sustain that lifestyle.

Lifestyles have no inherent consequences, but the DM might take them into account when determining risks or how others perceive your character.

WRETCHED (FREE)

You survive via chance and charity. You're often exposed to natural dangers as a result of sleeping outside.

AIRBORNE AND WATERBORNE VEHICLES

Ship	Speed	Crew	Passengers	Cargo (Tons)	AC	HP	Damage Threshold	Cost
Airship	8 mph	10	20	1	13	300	—	40,000 GP
Galley	4 mph	80	—	150	15	500	20	30,000 GP
Keelboat	1 mph	1	6	1/2	15	100	10	3,000 GP
Longship	3 mph	40	150	10	15	300	15	10,000 GP
Rowboat	1½ mph	1	3	—	11	50	—	50 GP
Sailing Ship	2 mph	20	20	100	15	300	15	10,000 GP
Warship	2½ mph	60	60	200	15	500	20	25,000 GP

A Wizard and her familiar spend an afternoon shopping.

KATERINA LADON

Squalid (1 SP per Day)

You spend the bare minimum for your necessities. You might be exposed to unhealthy conditions and opportunistic criminals.

Poor (2 SP per Day)

You spend frugally for your necessities.

Modest (1 GP per Day)

You support yourself at an average level.

Comfortable (2 GP per Day)

You spend modestly for your necessities and enjoy a few luxuries.

Wealthy (4 GP per Day)

You're accustomed to the finer things in life and might have servants.

Aristocratic (10 GP per Day)

You pay for the best and might have a staff that supports your lifestyle. Others notice your wealth and might encourage you to share it, either legally or otherwise.

Food, Drink, and Lodging

The Food, Drink, and Lodging table gives prices for food and a single night's lodging. Prices for daily lodging and meals are included in your lifestyle's expenses.

Food, Drink, and Lodging

Item	Cost	Item	Cost
Ale (mug)	4 CP	*Meal*	
Bread (loaf)	2 CP	Squalid	1 CP
Cheese (wedge)	1 SP	Poor	2 CP
Inn Stay per Day		Modest	1 SP
Squalid	7 CP	Comfortable	2 SP
Poor	1 SP	Wealthy	3 SP
Modest	5 SP	Aristocratic	6 SP
Comfortable	8 SP	*Wine (bottle)*	
Wealthy	2 GP	Common	2 SP
Aristocratic	4 GP	Fine	10 GP

Travel

Drivers or crew hired to conduct passengers to their destinations charge the rates on the Travel table, plus any tolls or additional expenses.

Travel

Service	Cost
Coach ride between towns	3 CP per mile
Coach ride within a city	1 CP per mile
Road or gate toll	1 CP
Ship's passage	1 SP per mile

HIRELINGS

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, an artisan, a scribe, or the like. The pay shown on the Hirelings table is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for work that requires no particular proficiencies; they include laborers and porters.

HIRELINGS

Service	Cost
Skilled hireling	2 GP per day
Untrained hireling	2 SP per day
Messenger	2 CP per mile

SPELLCASTING

Most settlements contain individuals who are willing to cast spells in exchange for payment. If a spell has expensive components, add the cost of those components to the cost listed in the Spellcasting Services table. The higher the level of a desired spell, the harder it is to find someone to cast it.

SPELLCASTING SERVICES

Spell Level	Availability	Cost
Cantrip	Village, town, or city	30 GP
1	Village, town, or city	50 GP
2	Village, town, or city	200 GP
3	Town or city only	300 GP
4–5	Town or city only	2,000 GP
6–8	City only	20,000 GP
9	City only	100,000 GP

MAGIC ITEMS

Adventures hold the promise—but not a guarantee—of finding magic items. Hundreds of magic items are detailed in the *Dungeon Master's Guide*, since the DM decides when you find such an item. Here's what you need to know about using magic items.

IDENTIFYING A MAGIC ITEM

Some magic items are indistinguishable from their nonmagical counterparts, while others are conspicuously magical. Handling a magic item is enough to give you a sense that it is extraordinary, but learning a magic item's properties isn't automatic.

The *Identify* spell is the fastest way to reveal an item's properties. Alternatively, you can focus on one magic item during a Short Rest while being in physical contact with the item. At the end of the rest, you learn its properties and how to use them (but not any curse the item might bear).

Sometimes a magic item carries a clue to its properties. The command word to activate a ring might be etched inside the band, or a feathered design might hint that it's a *Ring of Feather Falling*.

Wearing or experimenting with an item can also offer hints about its properties. In the specific case of Potions, a little taste is enough to tell the taster what a potion does. Other items might require more experimentation. For example, if your character puts on a *Ring of Swimming*, the DM might say, "Your movement feels strangely fluid." Perhaps you then dive into a river to see what happens. The DM would then say you swim unexpectedly well.

ATTUNEMENT

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. Without becoming attuned to an item that requires Attunement, you gain only its nonmagical benefits unless its description states otherwise. For example, a magic Shield that requires Attunement provides the benefits of a normal Shield if you aren't attuned to it, but none of its magical properties.

ATTUNE DURING A SHORT REST

Attuning to an item requires you to spend a Short Rest focused on only that item while being in physical contact with it (this can't be the same Short Rest used to learn the item's properties). This focus can take the form of weapon practice (for a Weapon), meditation (for a Wand), or some other appropriate activity. If the Short Rest is interrupted, the Attunement attempt fails. Otherwise, at the end of the Short Rest, you're attuned to the magic item and can access its full magical capabilities.

NO MORE THAN THREE ITEMS

You can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; you must end your Attunement to an item first. Additionally, you can't attune to more than one copy of an item. For example, you can't attune to more than one *Ring of Protection* at a time.

ENDING ATTUNEMENT

Your Attunement to an item ends if you no longer satisfy the prerequisites for Attunement, if the item has been more than 100 feet away for at least 24 hours, if you die, or if another creature attunes to the item. You can also voluntarily end Attunement by spending another Short Rest focused on the item unless the item is cursed.

WEARING AND WIELDING ITEMS

Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on feet, gloves on hands, hats and helmets on a head, and rings on a finger. Magic armor must be donned, a Shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer.

MULTIPLE ITEMS OF THE SAME KIND

You can't wear more than one of certain magic items. You can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, or one cloak. The DM might make exceptions.

PAIRED ITEMS

Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a *Boot of Striding and Springing* on one foot and a *Boot of Elvenkind* on the other foot gains no benefit from either.

CRAFTING EQUIPMENT

Using the rules below, characters can make nonmagical items, *Potions of Healing*, and *Spell Scrolls*.

CRAFTING NONMAGICAL ITEMS

To craft a nonmagical item, you need tools, raw materials, and time, each of which is detailed below. If you meet the requirements, you make the item, and you can use it or sell it at its normal price.

TOOLS

This chapter's "Tools" section lists which tools are required to make certain items. The DM assigns required tools for items not listed there.

You must use the required tool to make an item and have proficiency with that tool. Anyone who helps you must also have proficiency with it.

RAW MATERIALS

To make an item, you need raw materials worth half its purchase cost (round down). For example, you need 750 GP of raw materials to make Plate Armor, which sells for 1,500 GP. The DM determines whether appropriate raw materials are available.

TIME

To determine how many days (working 8 hours a day) it takes to make an item, divide its purchase cost in GP by 10 (round a fraction up to a day). For example, you need 5 days to make a Heavy Crossbow, which sells for 50 GP.

If an item requires multiple days, the days needn't be consecutive.

Characters can combine their efforts to shorten the crafting time. Divide the time needed to create an item by the number of characters working on it. Normally, only one other character can assist you, but the DM might allow more assistants.

BREWING POTIONS OF HEALING

A character who has proficiency with the Herbalism Kit can create a *Potion of Healing*. Doing so requires using that kit and 25 GP of raw material over the course of 1 day (8 hours of work).

SCRIBING SPELL SCROLLS

A spellcaster can transfer a spell to a scroll and create a *Spell Scroll*, using the rules below.

TIME AND COST

Scribing a scroll takes an amount of time and money based on the level of the spell, as shown in the Spell Scroll Costs table. For each day of inscription, you must work for 8 hours. If a scroll requires multiple days, those days needn't be consecutive.

PREREQUISITES FOR THE SCRIBE

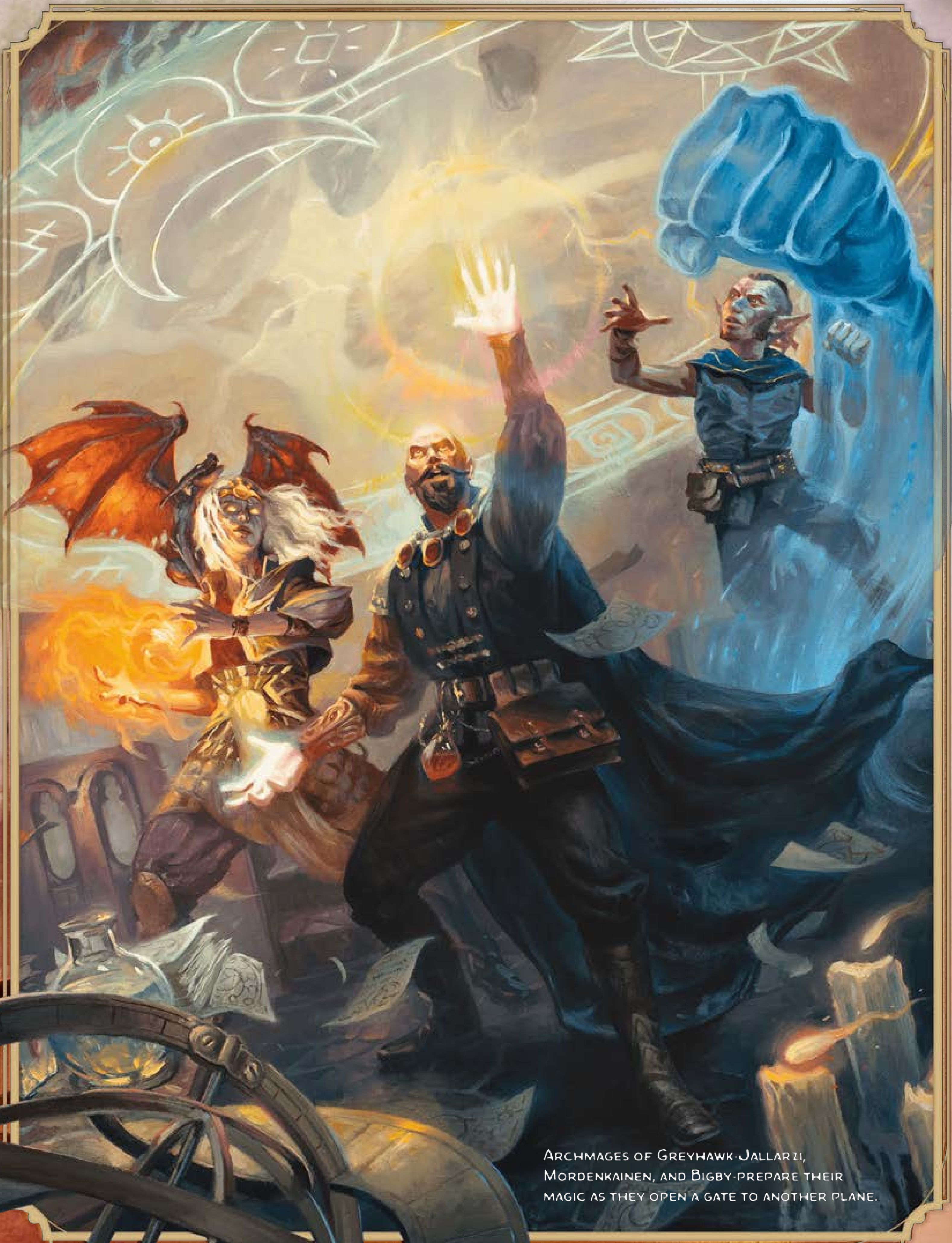
To scribe a scroll, you must have proficiency in the Arcana skill or with Calligrapher's Tools and have the spell prepared on each day of the inscription. You must also have at hand any Material components required by the spell; if the spell consumes its Material components, they are consumed only when you complete the scroll. The scroll's spell uses your spell save DC and spell attack bonus.

CANTRIPS

If the scribed spell is a cantrip, the version on the scroll works as if the caster were your level.

SPELL SCROLL COSTS

Spell Level	Time	Cost
Cantrip	1 day	15 GP
1	1 day	25 GP
2	3 days	100 GP
3	5 days	150 GP
4	10 days	1,000 GP
5	25 days	1,500 GP
6	40 days	10,000 GP
7	50 days	12,500 GP
8	60 days	15,000 GP
9	120 days	50,000 GP



Archmages of Greyhawk-Jallarzi, Mordenkainen, and Bigby-prepare their magic as they open a gate to another plane.

CHAPTER 7

SPELLS

THIS CHAPTER GIVES RULES FOR CASTING spells. It also includes descriptions of common spells in the worlds of DUNGEONS & DRAGONS. Those spells are used by many class features, magic items, and monsters.

GAINING SPELLS

Before you can cast a spell, you must have the spell prepared in your mind or have access to the spell from a magic item, such as a *Spell Scroll*. Your features specify which spells you have access to, if any; whether you always have certain spells prepared; and whether you can change the list of spells you have prepared.

PREPARING SPELLS

If you have a list of level 1+ spells you prepare, your spellcasting feature specifies when you can change the list and the number of spells you can change, as summarized in the Spell Preparation by Class table.

SPELL PREPARATION BY CLASS

Class	Change When You ...	Number of Spells
Bard	Gain a level	One
Cleric	Finish a Long Rest	Any
Druid	Finish a Long Rest	Any
Paladin	Finish a Long Rest	One
Ranger	Finish a Long Rest	One
Sorcerer	Gain a level	One
Warlock	Gain a level	One
Wizard	Finish a Long Rest	Any

Most spellcasting monsters don't change their lists of prepared spells, but the DM is free to alter them.

ALWAYS-PREPARED SPELLS

Certain features might give you a spell that you always have prepared. If you also have a list of prepared spells that you can change, a spell that you always have prepared doesn't count against the number of spells on that list.

CASTING IN ARMOR

You must have training with any armor you are wearing to cast spells while wearing it. You are otherwise too hampered by the armor for spellcasting

CASTING SPELLS

Each spell description has a series of entries that provide the details needed to cast the spell. The following sections explain each of those entries, which follow a spell's name.

SPELL LEVEL

Every spell has a level from 0 to 9, which is indicated in a spell's description. A spell's level is an indicator of how powerful it is. Cantrips—simple spells that can be cast almost by rote—are level 0. The rules for each spellcasting class say when its members gain access to spells of certain levels.

SPELL SLOTS

Spellcasting is taxing, so a spellcaster can cast only a limited number of level 1+ spells before resting. Spell slots are the main way a spellcaster's magical potential is represented. Each spellcasting class gives its members a limited number of spell slots of certain spell levels. For example, a level 3 Wizard has four level 1 spell slots and two level 2 slots.

When you cast a spell, you expend a slot of that spell's level or higher, effectively "filling" a slot with the spell. Imagine a spell slot is a groove of a certain size—small for a level 1 slot and larger for a higher-level spell. A level 1 spell fits into a slot of any size, but a level 2 spell fits only into a slot that's at least level 2. So when a level 3 Wizard casts *Magic Missile*, a level 1 spell, that Wizard spends one of four level 1 slots and has three remaining.

Finishing a Long Rest restores any expended spell slots.

CASTING WITHOUT SLOTS

There are several ways to cast a spell without expending a spell slot:

Cantrips. A cantrip is cast without a spell slot.

Rituals. Certain spells have the Ritual tag in the Casting Time entry. Such a spell can be cast following the normal rules for spellcasting, or it can be cast as a Ritual. The Ritual version of a spell takes 10 minutes longer to cast than normal, but it doesn't expend a spell slot. To cast a spell as a Ritual, a spellcaster must have it prepared.

Special Abilities. Some characters and monsters have special abilities that allow them to cast specific spells without a spell slot. This casting is usually limited in another way, such as being able to cast the spell a limited number of times per day.

Magic Items. *Spell Scrolls* and some other magic items contain spells that can be cast without a spell slot. The description of such an item specifies how many times a spell can be cast from it.

Using a Higher-Level Spell Slot

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell takes on the higher level for that casting. For instance, if a Wizard casts *Magic Missile* using a level 2 slot, that *Magic Missile* is level 2. Effectively, the spell expands to fill the slot it is put into.

Some spells, such as *Magic Missile* and *Cure Wounds*, have more powerful effects when cast at a higher level, as detailed in a spell's description.

School of Magic

Each spell belongs to a school of magic. The schools are listed in the Schools of Magic table. These categories help describe spells but have no rules of their own, although some other rules refer to them.

Schools of Magic

School	Typical Effects
Abjuration	Prevents or reverses harmful effects
Conjuration	Transports creatures or objects
Divination	Reveals information
Enchantment	Influences minds
Evocation	Channels energy to create effects that are often destructive
Illusion	Deceives the mind or senses
Necromancy	Manipulates life and death
Transmutation	Transforms creatures or objects

Class Spell Lists

If a spell is on a class's spell list, the class's name appears in parentheses after the spell's school of magic. Some features add a spell to a character's spell list even if the character isn't a member of a class in the parentheses.

Casting Time

Most spells require the Magic action to cast, but some spells require a Bonus Action, a Reaction, or 1 minute or more. A spell's Casting Time entry specifies which of those is required.

One Spell with a Spell Slot per Turn

On a turn, you can expend only one spell slot to cast a spell. This rule means you can't, for example, cast a spell with a spell slot using the Magic action and another one using a Bonus Action on the same turn.

Reaction and Bonus Action Triggers

A spell that has a casting time of a Reaction is cast in response to a trigger that is defined in the spell's Casting Time entry. Some spells that have a casting time of a Bonus Action are also cast in response to a trigger defined in the spell.

Longer Casting Times

Certain spells—including a spell cast as a Ritual—require more time to cast: minutes or even hours. While you cast a spell with a casting time of 1 minute or more, you must take the Magic action on each of your turns, and you must maintain Concentration (see the rules glossary) while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. To cast the spell again, you must start over.

Range

A spell's range indicates how far from the spellcaster the spell's effect can originate, and the spell's description specifies which part of the effect is limited by the range.

A range usually takes one of the following forms:

Distance. The range is expressed in feet.
Touch. The spell's effect originates on something the spellcaster must touch, as defined in the spell.
Self. The spell is cast on the spellcaster or emanates from them, as specified in the spell.

If a spell has movable effects, they aren't restricted by its range unless the spell's description says otherwise.

Components

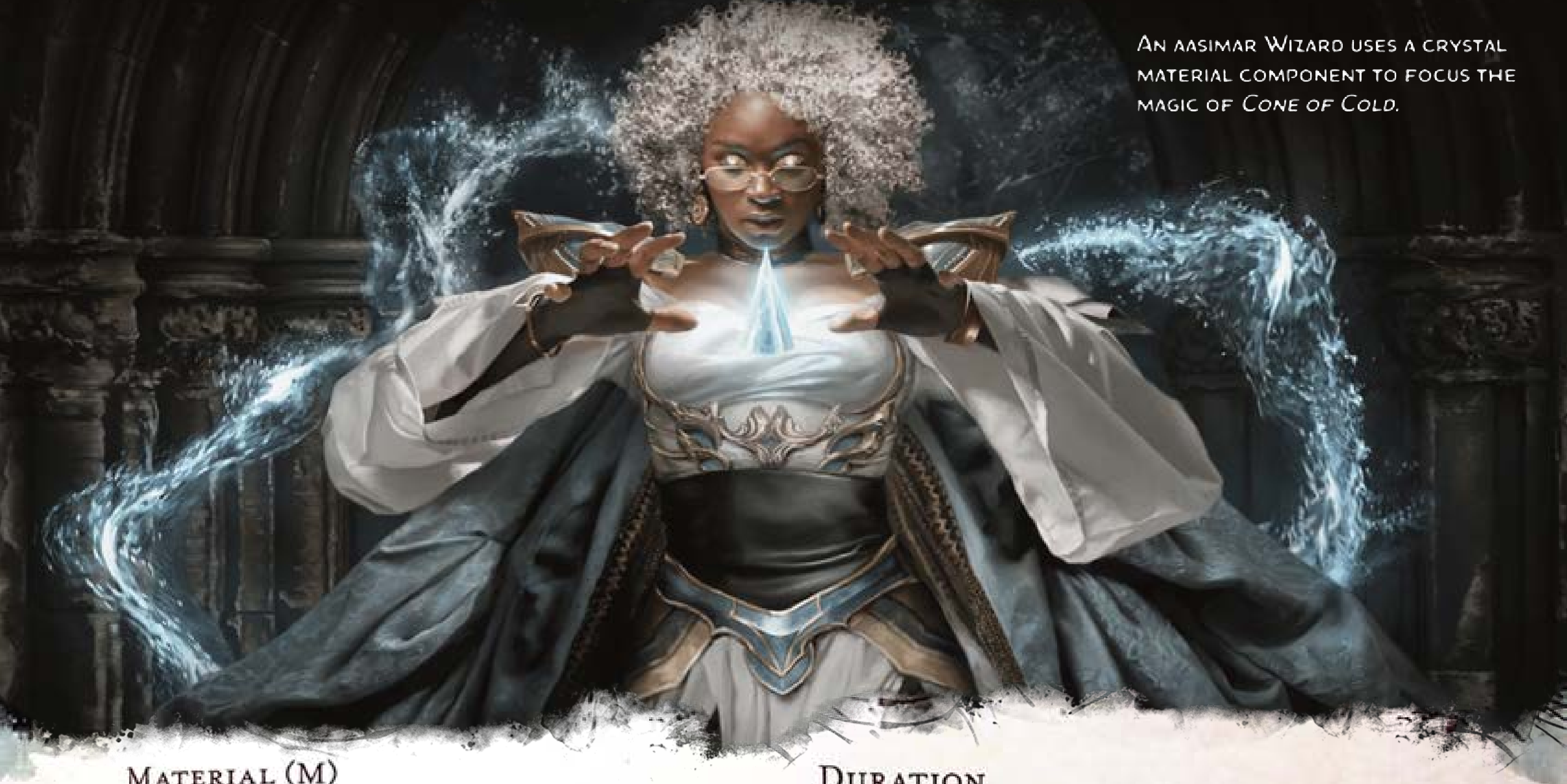
A spell's components are physical requirements the spellcaster must meet to cast the spell. Each spell's description indicates whether it requires Verbal (V), Somatic (S), or Material (M) components. If the spellcaster can't provide one or more of a spell's components, the spellcaster can't cast the spell.

Verbal (V)

A Verbal component is the chanting of esoteric words that sound like nonsense to the uninitiated. The words must be uttered in a normal speaking voice. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a creature who is gagged or in an area of magical silence can't cast a spell with a Verbal component.

Somatic (S)

A Somatic component is a forceful gesticulation or an intricate set of gestures. A spellcaster must use at least one of their hands to perform these movements.



An aasimar Wizard uses a crystal material component to focus the magic of *Cone of Cold*.

Material (M)

A Material component is a particular material used in a spell's casting, as specified in parentheses in the Components entry. These materials aren't consumed by the spell unless the spell's description states otherwise. The spellcaster must have a hand free to access them, but it can be the same hand used to perform Somatic components, if any.

If a spell doesn't consume its materials and doesn't specify a cost for them, a spellcaster can use a Component Pouch (see chapter 6) instead of providing the materials specified in the spell, or the spellcaster can substitute a Spellcasting Focus if the caster has a feature that allows that substitution. To use a Component Pouch, you must have a hand free to reach into it, and to use a Spellcasting Focus, you must hold it unless its description says otherwise (see chapter 6 for descriptions).

Creating Verbal Components

If you'd like to say a spell's Verbal component, you may make up the words. However you make them, the goal is to create something that's easy to say and that doesn't mean anything in the real world. Consider this method: take the name of the spell, keep only one instance of each of its letters, and rearrange the remaining letters into words. For example, remove the second *l* from *Fireball* and rearrange the remaining letters to create *Ber Fila* or *Fel Bira*.

Duration

A spell's duration is the length of time the spell persists after it is cast. A duration typically takes one of the following forms:

Concentration. A duration that requires Concentration follows the Concentration rules (see the rules glossary).

Instantaneous. An instantaneous duration means the spell's magic appears only for a moment and then disappears.

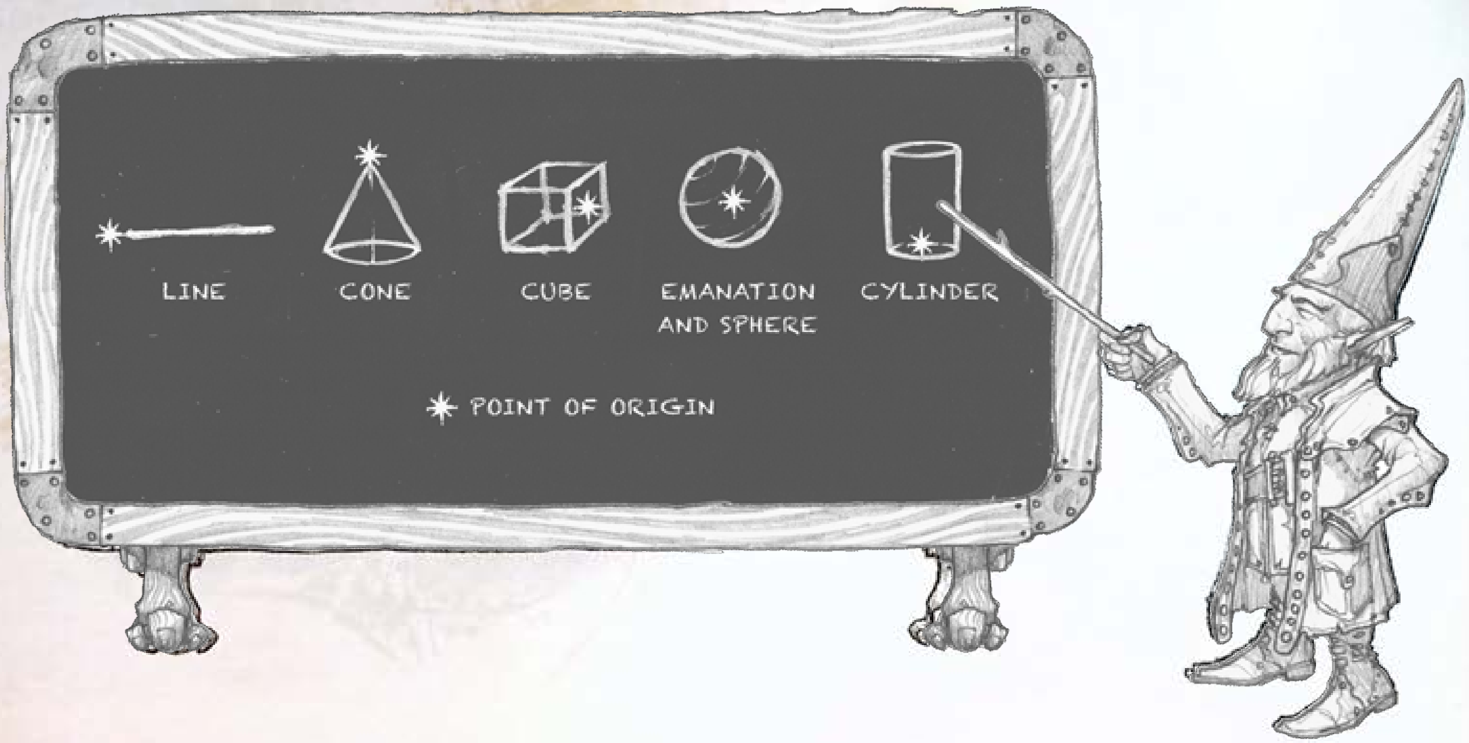
Time Span. A duration that provides a time span specifies how long the spell lasts in rounds, minutes, hours, or the like. For example, a Duration entry might say "1 minute," meaning the spell ends after 1 minute has passed. While a time-span spell that you cast is ongoing, you can dismiss it (no action required) if you don't have the Incapacitated condition.

Effects

The effects of a spell are detailed after its duration entry. Those details present exactly what the spell does, which ignores mundane physical laws; any outcomes beyond those effects are under the DM's purview. Whatever the effects, they typically deal with targets, saving throws, attack rolls, or all three, each of which is detailed below.

Targets

A typical spell requires the caster to pick one or more targets to be affected by the spell's magic. A spell's description says whether the spell targets creatures, objects, or something else.



A Clear Path to the Target. To target something with a spell, a caster must have a clear path to it, so it can't be behind Total Cover.

Targeting Yourself. If a spell targets a creature of your choice, you can choose yourself unless the creature must be Hostile or specifically a creature other than you.

Areas of Effect. Some spells, such as *Thunderwave*, cover an area called an area of effect, which is defined in the rules glossary. The area determines what the spell targets. The description of a spell specifies whether it has an area of effect, which is typically one of these shapes: Cone, Cube, Cylinder, Emanation, Line, or Sphere.

Awareness of Being Targeted. Unless a spell has a perceptible effect, a creature doesn't know it was targeted by the spell. An effect like lightning is obvious, but a more subtle effect, such as an attempt to read thoughts, goes unnoticed unless a spell's description says otherwise.

Invalid Targets. If you cast a spell on someone or something that can't be affected by it, nothing happens to that target, but if you used a spell slot to cast the spell, the slot is still expended.

If the spell normally has no effect on a target that succeeds on a saving throw, the invalid target appears to have succeeded on its saving throw, even though it didn't attempt one (giving no hint that the creature is an invalid target). Otherwise, you perceive that the spell did nothing to the target.

SAVING THROWS

Many spells specify that a target makes a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure. Here's how to calculate the DC for your spells:

Spell save DC = 8 + your spellcasting ability modifier + your Proficiency Bonus

ATTACK ROLLS

Some spells require the caster to make an attack roll to determine whether the spell hits a target. Here's how to calculate the attack modifier for your spells:

Spell attack modifier = your spellcasting ability modifier + your Proficiency Bonus

COMBINING SPELL EFFECTS

The effects of different spells add together while their durations overlap. In contrast, the effects of the same spell cast multiple times don't combine. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap. The most recent effect applies if the castings are equally potent and their durations overlap. For example, if two Clerics cast *Bless* on the same target, that target gains the spell's benefit only once; the target doesn't receive two bonus dice. But if the durations of the spells overlap, the effect continues until the duration of the second *Bless* ends.

IDENTIFYING AN ONGOING SPELL

You can try to identify a non-instantaneous spell by its observable effects if its duration is ongoing. To identify it, you must take the Study action and succeed on a DC 15 Intelligence (Arcana) check.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACID SPLASH

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create an acidic bubble at a point within range, where it explodes in a 5-foot-radius Sphere. Each creature in that Sphere must succeed on a Dexterity saving throw or take 1d6 Acid damage.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

AID

Level 2 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a strip of white cloth)
Duration: 8 hours

Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration.

Using a Higher-Level Spell Slot. Each target's Hit Points increase by 5 for each spell slot level above 2.

ALARM

Level 1 Abjuration (Ranger, Wizard)

Casting Time: 1 minute or Ritual
Range: 30 feet
Components: V, S, M (a bell and silver wire)
Duration: 8 hours

You set an alarm against intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot Cube. Until the spell ends, an alarm alerts you whenever a creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is audible or mental:

Audible Alarm. The alarm produces the sound of a handbell for 10 seconds within 60 feet of the warded area.

Mental Alarm. You are alerted by a mental ping if you are within 1 mile of the warded area. This ping awakens you if you're asleep.

ALTER SELF

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

You alter your physical form. Choose one of the following options. Its effects last for the duration, during which you can take a Magic action to replace the option you chose with a different one.

Aquatic Adaptation. You sprout gills and grow webs between your fingers. You can breathe underwater and gain a Swim Speed equal to your Speed.

Change Appearance. You alter your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and other distinguishing characteristics. You can make yourself appear as a member of another species, though none of your statistics change. You can't appear as a creature of a different size, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. For the duration, you can take a Magic action to change your appearance in this way again.

Natural Weapons. You grow claws (Slashing), fangs (Piercing), horns (Piercing), or hooves (Bludgeoning). When you use your Unarmed Strike to deal damage with that new growth, it deals 1d6 damage of the type in parentheses instead of dealing the normal damage for your Unarmed Strike, and you use your spellcasting ability modifier for the attack and damage rolls rather than using Strength.

ANIMAL FRIENDSHIP

Level 1 Enchantment (Bard, Druid, Ranger)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a morsel of food)
Duration: 24 hours

Target a Beast that you can see within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. If you or one of your allies deals damage to the target, the spells ends.

Using a Higher-Level Spell Slot. You can target one additional Beast for each spell slot level above 1.

ANIMAL MESSENGER

Level 2 Enchantment (Bard, Druid, Ranger)

Casting Time: Action or Ritual
Range: 30 feet
Components: V, S, M (a morsel of food)
Duration: 24 hours

A Tiny Beast of your choice that you can see within range must succeed on a Charisma saving throw, or it attempts to deliver a message for you (if the target's Challenge Rating isn't 0, it automatically succeeds). You specify a location you have visited and a recipient who matches a general description, such as "a person dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also communicate a message of up to twenty-five words. The Beast travels for the duration toward the specified location, covering about 25 miles per 24 hours or 50 miles if the Beast can fly.

When the Beast arrives, it delivers your message to the creature that you described, mimicking your communication. If the Beast doesn't reach its destination before the spell ends, the message is lost, and the Beast returns to where you cast the spell.

Using a Higher-Level Spell Slot. The spell's duration increases by 48 hours for each spell slot level above 2.

ANIMAL SHAPES

Level 8 Transmutation (Druid)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: 24 hours

Choose any number of willing creatures that you can see within range. Each target shape-shifts into a Large or smaller Beast of your choice that has a Challenge Rating of 4 or lower. You can choose a different form for each target. On later turns, you can take a Magic action to transform the targets again.

A target's game statistics are replaced by the chosen Beast's statistics, but the target retains its creature type; Hit Points; Hit Point Dice; alignment; ability to communicate; and Intelligence, Wisdom, and Charisma scores. The target's actions are limited by the Beast form's anatomy, and it can't cast spells. The target's equipment melds into the new form, and the target can't use any of that equipment while in that form.

The target gains a number of Temporary Hit Points equal to the Beast form's Hit Points. The transformation lasts for the duration for each target, until the target has no Temporary Hit Points, or until the target leaves the form as a Bonus Action.

ANIMATE DEAD

Level 3 Necromancy (Cleric, Wizard)

Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)
Duration: Instantaneous

Choose a pile of bones or a corpse of a Medium or Small Humanoid within range. The target becomes an Undead creature: a **Skeleton** if you chose bones or a **Zombie** if you chose a corpse (see appendix B for the stat blocks).

On each of your turns, you can take a Bonus Action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move on its next turn, or you can issue a general command, such as to guard a chamber or corridor. If you issue no commands, the creature takes the Dodge action and moves only to avoid harm. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell rather than animating a new creature.

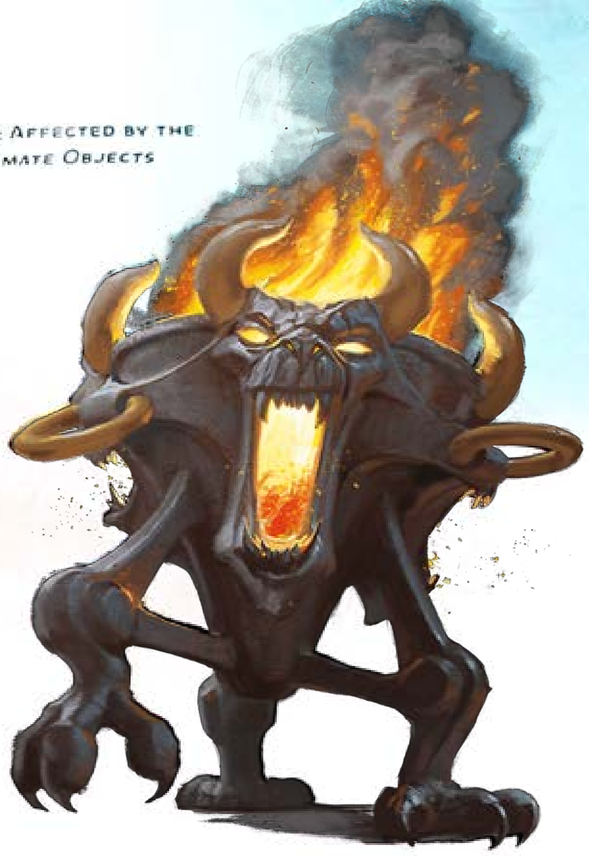
Using a Higher-Level Spell Slot. You animate or reassert control over two additional Undead creatures for each spell slot level above 3. Each of the creatures must come from a different corpse or pile of bones.

ANIMATE OBJECTS

Level 5 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

Objects animate at your command. Choose a number of nonmagical objects within range that aren't being worn or carried, aren't fixed to a surface, and aren't Gargantuan. The maximum number of objects is equal to your spellcasting ability modifier; for this number, a Medium or smaller target counts as one object, a Large target counts as two, and a Huge target counts as three.



A Brazier Affected by the Spell *Animate Objects*

ANIMATED OBJECT

Huge or Smaller Construct, Unaligned

AC 15
HP 10 (Medium or smaller), 20 (Large), 40 (Huge)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	10	+0	+0	**Con**	10	+0	+0
Int	3	−4	−4	**Wis**	3	−4	−4	**Cha**	1	−5	−5

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Blindsight 30 ft., Passive Perception 6
Languages Understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

ACTIONS

Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* Force damage equal to 1d4 + 3 (Medium or smaller), 2d6 + 3 + your spellcasting ability modifier (Large), or 2d12 + 3 + your spellcasting ability modifier (Huge).

Each target animates, sprouts legs, and becomes a Construct that uses the **Animated Object** stat block; this creature is under your control until the spell ends or until it is reduced to 0 Hit Points. Each creature you make with this spell is an ally to you and your allies. In combat, it shares your Initiative count and takes its turn immediately after yours.

Until the spell ends, you can take a Bonus Action to mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to each one). If you issue no commands, the creature takes the Dodge action and moves only to avoid harm. When the creature drops to 0 Hit Points, it reverts to its object form, and any remaining damage carries over to that form.

Using a Higher-Level Spell Slot. The creature's Slam damage increases by 1d4 (Medium or smaller), 1d6 (Large), or 1d12 (Huge) for each spell slot level above 5.

ANTILIFE SHELL

Level 5 Abjuration (Druid)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

An aura extends from you in a 10-foot Emanation for the duration. The aura prevents creatures other than Constructs and Undead from passing or reaching through it. An affected creature can cast spells or make attacks with Ranged or Reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

ANTIMAGIC FIELD

Level 8 Abjuration (Cleric, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (iron filings)
Duration: Concentration, up to 1 hour

An aura of antimagic surrounds you in 10-foot Emanation. No one can cast spells, take Magic actions, or create other magical effects inside the aura, and those things can't target or otherwise affect anything inside it. Magical properties of magic items don't work inside the aura or on anything inside it.

Areas of effect created by spells or other magic can't extend into the aura, and no one can teleport into or out of it or use planar travel there. Portals close temporarily while in the aura.

Ongoing spells, except those cast by an Artifact or a deity, are suppressed in the area. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Dispel Magic has no effect on the aura, and the auras created by different *Antimagic Field* spells don't nullify each other.

Antipathy/Sympathy

Level 8 Enchantment (Bard, Druid, Wizard)

Casting Time: 1 hour
Range: 60 feet
Components: V, S, M (a mix of vinegar and honey)
Duration: 10 days

As you cast the spell, choose whether it creates antipathy or sympathy, and target one creature or object that is Huge or smaller. Then specify a kind of creature, such as red dragons, goblins, or vampires. A creature of the chosen kind makes a Wisdom saving throw when it comes within 120 feet of the target. Your choice of antipathy or sympathy determines what happens to a creature when it fails that save:

Antipathy. The creature has the Frightened condition. The Frightened creature must use its movement on its turns to get as far away as possible from the target, moving by the safest route.

Sympathy. The creature has the Charmed condition. The Charmed creature must use its movement on its turns to get as close as possible to the target, moving by the safest route. If the creature is within 5 feet of the target, the creature can't willingly move away. If the target damages the Charmed creature, that creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect. If the Frightened or Charmed creature ends its turn more than 120 feet away from the target, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target. A creature that successfully saves against this effect is immune to it for 1 minute, after which it can be affected again.

Arcane Eye

Level 4 Divination (Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a bit of bat fur)
Duration: Concentration, up to 1 hour

You create an Invisible, invulnerable eye within range that hovers for the duration. You mentally receive visual information from the eye, which can see in every direction. It also has Darkvision with a range of 30 feet.

As a Bonus Action, you can move the eye up to 30 feet in any direction. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Arcane Gate

Level 6 Conjuration (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 500 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create linked teleportation portals. Choose two Large, unoccupied spaces on the ground that you can see, one space within range and the other one within 10 feet of you. A circular portal opens in each of those spaces and remains for the duration.

The portals are two-dimensional glowing rings filled with mist that blocks sight. They hover inches from the ground and are perpendicular to it.

A portal is open on only one side (you choose which). Anything entering the open side of a portal exits from the open side of the other portal as if the two were adjacent to each other. As a Bonus Action, you can change the facing of the open sides.

Arcane Lock

Level 2 Abjuration (Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (gold dust worth 25+ GP, which the spell consumes)
Duration: Until dispelled

You touch a closed door, window, gate, container, or hatch and magically lock it for the duration. This lock can't be unlocked by any nonmagical means. You and any creatures you designate when you cast the spell can open and close the object despite the lock. You can also set a password that, when spoken within 5 feet of the object, unlocks it for 1 minute.

Arcane Vigor

Level 2 Abjuration (Sorcerer, Wizard)

Casting Time: Bonus Action
Range: Self
Component: V, S
Duration: Instantaneous

You tap into your life force to heal yourself. Roll one or two of your unexpended Hit Point Dice, and regain a number of Hit Points equal to the roll's total plus your spellcasting ability modifier. Those dice are then expended.

Using a Higher-Level Spell Slot. The number of unexpended Hit Dice you can roll increases by one for each spell slot level above 2.

A goliath Warlock calls on *Armor of Agathys* and *Arms of Hadar* to battle foes from the deep.

ARMOR OF AGATHYS

Level 1 Abjuration (Warlock)

Casting Time: Bonus Action
Range: Self
Components: V, S, M (a shard of blue glass)
Duration: 1 hour

Protective magical frost surrounds you. You gain 5 Temporary Hit Points. If a creature hits you with a melee attack roll before the spell ends, the creature takes 5 Cold damage. The spell ends early if you have no Temporary Hit Points.

Using a Higher-Level Spell Slot. The Temporary Hit Points and the Cold damage both increase by 5 for each spell slot level above 1.

ARMS OF HADAR

Level 1 Conjuration (Warlock)

Casting Time: Action
Range: Self
Components: V, S
Duration: Instantaneous

Invoking Hadar, you cause tendrils to erupt from yourself. Each creature in a 10-foot Emanation originating from you makes a Strength saving throw. On a failed save, a target takes 2d6 Necrotic damage and can't take Reactions until the start of its next turn. On a successful save, a target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

ASTRAL PROJECTION

Level 9 Necromancy (Cleric, Warlock, Wizard)

Casting Time: 1 hour
Range: 10 feet
Components: V, S, M (for each of the spell's targets, one jacinth worth 1,000+ GP and one silver bar worth 100+ GP, all of which the spell consumes)
Duration: Until dispelled

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell ends instantly if you are already on that plane). Each target's body is left behind in a state of suspended animation; it has the Unconscious condition, doesn't need food or air, and doesn't age.

A target's astral form resembles its body in almost every way, replicating its game statistics and possessions. The principal difference is the addition of a silvery cord that trails from between the shoulder blades of the astral form. The cord fades from view after 1 foot. If the cord is cut—which happens only when an effect states that it does so—the target's body and astral form both die.

A target's astral form can travel through the Astral Plane. The moment an astral form leaves that plane, the target's body and possessions travel along the silver cord, causing the target to re-enter its body on the new plane.

Any damage or other effects that apply to an astral form have no effect on the target's body and vice versa. If a target's body or astral form drops to 0 Hit Points, the spell ends for that target. The spell ends for all the targets if you take a Magic action to dismiss it.

When the spell ends for a target who isn't dead, the target reappears in its body and exits the state of suspended animation.

AUGURY

Level 2 Divination (Cleric, Druid, Wizard)

Casting Time: 1 minute or Ritual
Range: Self
Components: V, S, M (specially marked sticks, bones, cards, or other divinatory tokens worth 25+ GP)
Duration: Instantaneous

You receive an omen from an otherworldly entity about the results of a course of action that you plan to take within the next 30 minutes. The DM chooses the omen from the Omens table.

OMENS

Omen	For Results That Will Be ...
Weal	Good
Woe	Bad
Weal and woe	Good and bad
Indifference	Neither good nor bad

The spell doesn't account for circumstances, such as other spells, that might change the results.

If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

AURA OF LIFE

Level 4 Abjuration (Cleric, Paladin)

Casting Time: Action
Range: Self
Components: V
Duration: Concentration, up to 10 minutes

An aura radiates from you in a 30-foot Emanation for the duration. While in the aura, you and your allies have Resistance to Necrotic damage, and your Hit Point maximums can't be reduced. If an ally with 0 Hit Points starts its turn in the aura, that ally regains 1 Hit Point.

AURA OF PURITY

Level 4 Abjuration (Cleric, Paladin)

Casting Time: Action
Range: Self
Components: V
Duration: Concentration, up to 10 minutes

An aura radiates from you in a 30-foot Emanation for the duration. While in the aura, you and your allies have Resistance to Poison damage and Advantage on saving throws to avoid or end effects that include the Blinded, Charmed, Deafened, Frightened, Paralyzed, Poisoned, or Stunned condition.

AURA OF VITALITY

Level 3 Abjuration (Cleric, Druid, Paladin)

Casting Time: Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

An aura radiates from you in a 30-foot Emanation for the duration. When you create the aura and at the start of each of your turns while it persists, you can restore 2d6 Hit Points to one creature in it.

AWAKEN

Level 5 Transmutation (Bard, Druid)

Casting Time: 8 hours
Range: Touch
Components: V, S, M (an agate worth 1,000+ GP, which the spell consumes)
Duration: Instantaneous

You spend the casting time tracing magical pathways within a precious gemstone, and then touch the target. The target must be either a Beast or Plant creature with an Intelligence of 3 or less or a natural plant that isn't a creature. The target gains an Intelligence of 10 and the ability to speak one language you know. If the target is a natural plant, it becomes a Plant creature and gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. The DM chooses statistics appropriate for the awakened Plant, such as the statistics for the **Awakened Shrub** or **Awakened Tree** in the *Monster Manual*.

The awakened target has the Charmed condition for 30 days or until you or your allies deal damage to it. When that condition ends, the awakened creature chooses its attitude toward you.

BANE

Level 1 Enchantment (Bard, Cleric, Warlock)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a drop of blood)
Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must each make a Charisma saving throw. Whenever a target that fails this save makes an attack roll or a saving throw before the spell ends, the target must subtract 1d4 from the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

BANISHING SMITE

Level 5 Conjuration (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Component: V
Duration: Concentration, up to 1 minute

The target hit by the attack roll takes an extra 5d10 Force damage from the attack. If the attack reduces the target to 50 Hit Points or fewer, the target must succeed on a Charisma saving throw or be transported to a harmless demiplane for the duration. While there, the target has the Incapacitated condition. When the spell ends, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

BANISHMENT

Level 4 Abjuration (Cleric, Paladin, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a pentacle)
Duration: Concentration, up to 1 minute

One creature that you can see within range must succeed on a Charisma saving throw or be transported to a harmless demiplane for the duration. While there, the target has the Incapacitated condition. When the spell ends, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is an Aberration, a Celestial, an Elemental, a Fey, or a Fiend, the target doesn't return if the spell lasts for 1 minute. The target is instead transported to a random location on a plane (DM's choice) associated with its creature type.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

BARKSKIN

Level 2 Transmutation (Druid, Ranger)

Casting Time: Bonus Action
Range: Touch
Component: V, S, M (a handful of bark)
Duration: 1 hour

You touch a willing creature. Until the spell ends, the target's skin assumes a bark-like appearance, and the target has an Armor Class of 17 if its AC is lower than that.

BEACON OF HOPE

Level 3 Abjuration (Cleric)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose any number of creatures within range. For the duration, each target has Advantage on Wisdom saving throws and Death Saving Throws and regains the maximum number of Hit Points possible from any healing.

BEAST SENSE

Level 2 Divination (Druid, Ranger)

Casting Time: Action or Ritual
Range: Touch
Components: S
Duration: Concentration, up to 1 hour

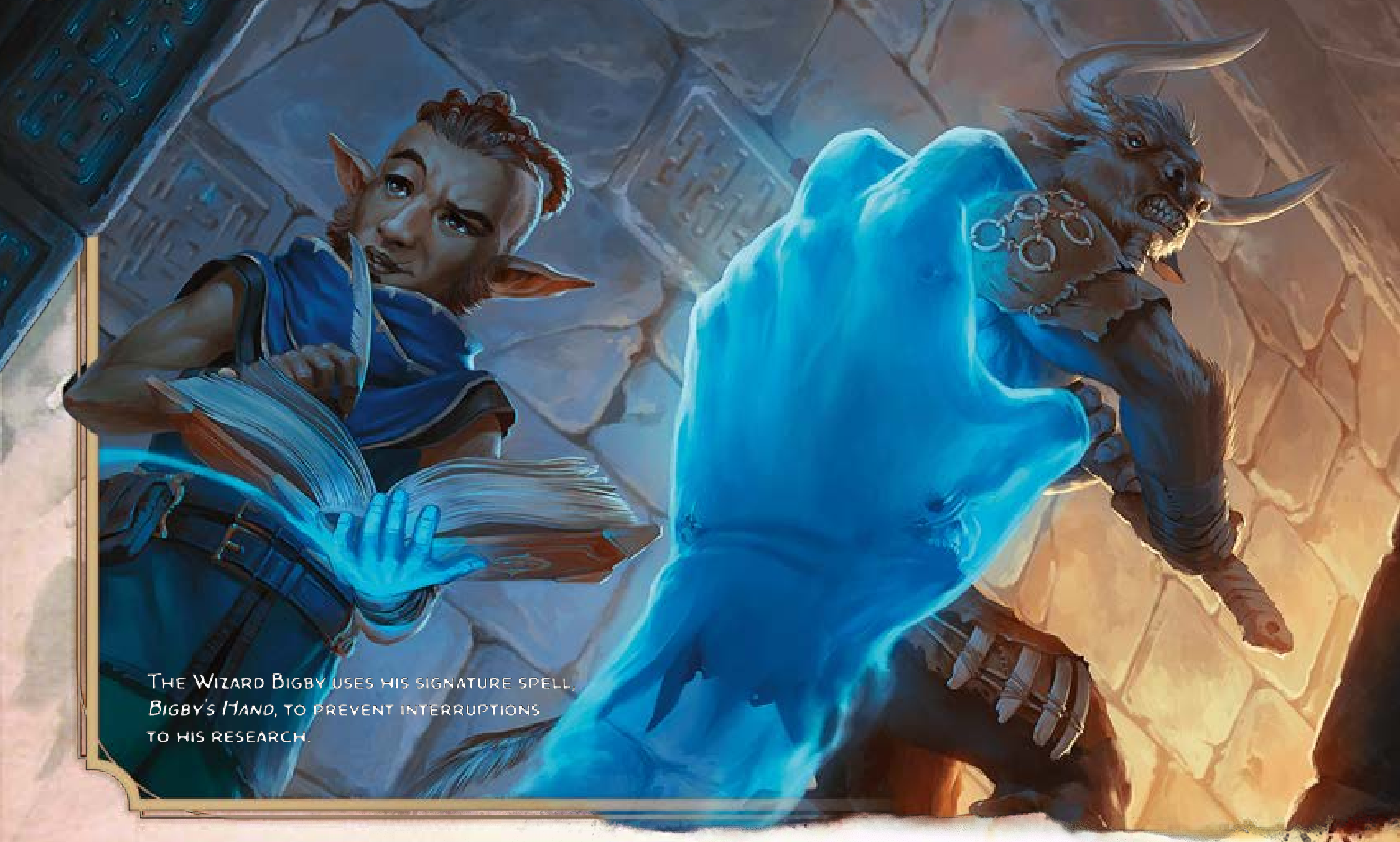
You touch a willing Beast. For the duration, you can perceive through the Beast's senses as well as your own. When perceiving through the Beast's senses, you benefit from any special senses it has.

BEFUDDLEMENT

Level 8 Enchantment (Bard, Druid, Warlock, Wizard)

Casting Time: Action
Range: 150 feet
Components: V, S, M (a key ring with no keys)
Duration: Instantaneous

You blast the mind of a creature that you can see within range. The target makes an Intelligence saving throw.



The Wizard Bigby uses his signature spell, *Bigby's Hand*, to prevent interruptions to his research.

On a failed save, the target takes 10d12 Psychic damage and can't cast spells or take the Magic action. At the end of every 30 days, the target repeats the save, ending the effect on a success. The effect can also be ended by the *Greater Restoration*, *Heal*, or *Wish* spell.

On a successful save, the target takes half as much damage only.

Bestow Curse

Level 3 Necromancy (Bard, Cleric, Wizard)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature, which must succeed on a Wisdom saving throw or become cursed for the duration. Until the curse ends, the target suffers one of the following effects of your choice:

- Choose one ability. The target has Disadvantage on ability checks and saving throws made with that ability.
- The target has Disadvantage on attack rolls against you.
- In combat, the target must succeed on a Wisdom saving throw at the start of each of its turns or be forced to take the Dodge action on that turn.
- If you deal damage to the target with an attack roll or a spell, the target takes an extra 1d8 Necrotic damage.

Using a Higher-Level Spell Slot. If you cast this spell using a level 4 spell slot, you can maintain Concentration on it for up to 10 minutes. If you use a level 5+ spell slot, the spell doesn't require Concentration, and the duration becomes 8 hours (level 5–6 slot) or 24 hours (level 7–8 slot). If you use a level 9 spell slot, the spell lasts until dispelled.

Bigby's Hand

Level 5 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (an eggshell and a glove)
Duration: Concentration, up to 1 minute

You create a Large hand of shimmering magical energy in an unoccupied space that you can see within range. The hand lasts for the duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and Hit Points equal to your Hit Point maximum. If it drops to 0 Hit Points, the spell ends. The hand doesn't occupy its space.

When you cast the spell and as a Bonus Action on your later turns, you can move the hand up to 60 feet and then cause one of the following effects:

Clenched Fist. The hand strikes a target within 5 feet of it. Make a melee spell attack. On a hit, the target takes 5d8 Force damage.

Forceful Hand. The hand attempts to push a Huge or smaller creature within 5 feet of it. The target must succeed on a Strength saving throw, or the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target, remaining within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. The target must succeed on a Dexterity saving throw, or the target has the Grappled condition, with an escape DC equal to your spell save DC. While the hand grapples the target, you can take a Bonus Action to cause the hand to crush it, dealing Bludgeoning damage to the target equal to 4d6 plus your spellcasting ability modifier.

Interposing Hand. The hand grants you Half Cover against attacks and other effects that originate from its space or that pass through it. In addition, its space counts as Difficult Terrain for your enemies.

Using a Higher-Level Spell Slot. The damage of the Clenched Fist increases by 2d8 and the damage of the Grasping Hand increases by 2d6 for each spell slot level above 5.

Blade Barrier

Level 6 Evocation (Cleric)

Casting Time: Action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create a wall of whirling blades made of magical energy. The wall appears within range and lasts for the duration. You make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides Three-Quarters Cover, and its space is Difficult Terrain.

Any creature in the wall's space makes a Dexterity saving throw, taking 6d10 Force damage on a failed save or half as much damage on a successful one. A creature also makes that save if it enters the wall's space or ends it turn there. A creature makes that save only once per turn.

Blade Ward

Abjuration Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Whenever a creature makes an attack roll against you before the spell ends, the attacker subtracts 1d4 from the attack roll.

Bless

Level 1 Enchantment (Cleric, Paladin)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a Holy Symbol worth 5+ GP)
Duration: Concentration, up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Blight

Level 4 Necromancy (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

A creature that you can see within range makes a Constitution saving throw, taking 8d8 Necrotic damage on a failed save or half as much damage on a successful one. A Plant creature automatically fails the save.

Alternatively, target a nonmagical plant that isn't a creature, such as a tree or shrub. It doesn't make a save; it simply withers and dies.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 4.

Blinding Smite

Level 3 Evocation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Component: V
Duration: 1 minute

The target hit by the strike takes an extra 3d8 Radiant damage from the attack, and the target has the

Blinded condition until the spell ends. At the end of each of its turns, the Blinded target makes a Constitution saving throw, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. The extra damage increases by 1d8 for each spell slot level above 3.

Blindness/Deafness

Level 2 Transmutation (Bard, Cleric, Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V
Duration: 1 minute

One creature that you can see within range must succeed on a Constitution saving throw, or it has the Blinded or Deafened condition (your choice) for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

Blink

Level 3 Transmutation (Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: 1 minute

Roll 1d6 at the end of each of your turns for the duration. On a roll of 4–6, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell ends instantly if you are already on that plane). While on the Ethereal Plane, you can perceive the plane you left, which is cast in shades of gray, but you can't see anything there more than 60 feet away. You can affect and be affected only by other creatures on the Ethereal Plane, and creatures on the other plane can't perceive you unless they have a special ability that lets them perceive things on the Ethereal Plane.

You return to the other plane at the start of your next turn and when the spell ends if you are on the Ethereal Plane. You return to an unoccupied space of your choice that you can see within 10 feet of the space you left. If no unoccupied space is available within that range, you appear in the nearest unoccupied space.

Blur

Level 2 Illusion (Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Your body becomes blurred. For the duration, any creature has Disadvantage on attack rolls against you. An attacker is immune to this effect if it perceives you with Blindsight or Truesight.

Burning Hands

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the Cone that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

Call Lightning

Level 3 Conjuration (Druid)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

A storm cloud appears at a point within range that you can see above yourself. It takes the shape of a Cylinder that is 10 feet tall with a 60-foot radius.

When you cast the spell, choose a point you can see under the cloud. A lightning bolt shoots from the cloud to that point. Each creature within 5 feet of that point makes a Dexterity saving throw, taking 3d10 Lightning damage on a failed save or half as much damage on a successful one.

Until the spell ends, you can take a Magic action to call down lightning in that way again, targeting the same point or a different one.

If you're outdoors in a storm when you cast this spell, the spell gives you control over that storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 3.

CALM EMOTIONS

Level 2 Enchantment (Bard, Cleric)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Each Humanoid in a 20-foot-radius Sphere centered on a point you choose within range must succeed on a Charisma saving throw or be affected by one of the following effects (choose for each creature):

- The creature has Immunity to the Charmed and Frightened conditions until the spell ends. If the creature was already Charmed or Frightened, those conditions are suppressed for the duration.
- The creature becomes Indifferent about creatures of your choice that it's Hostile toward. This indifference ends if the target takes damage or witnesses its allies taking damage. When the spell ends, the creature's attitude returns to normal.

CHAIN LIGHTNING

Level 6 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: 150 feet
Components: V, S, M (three silver pins)
Duration: Instantaneous

You launch a lightning bolt toward a target you can see within range. Three bolts then leap from that target to as many as three other targets of your choice, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

Each target makes a Dexterity saving throw, taking 10d8 Lightning damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. One additional bolt leaps from the first target to another target for each spell slot level above 6.

CHARM MONSTER

Level 4 Enchantment (Bard, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: 1 hour

One creature you can see within range makes a Wisdom saving throw. It does so with Advantage if you or your allies are fighting it. On a failed save, the target has the Charmed condition until the spell ends or until you or your allies damage it. The Charmed creature is Friendly to you. When the spell ends, the target knows it was Charmed by you.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

CHARM PERSON

Level 1 Enchantment (Bard, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: 1 hour

One Humanoid you can see within range makes a Wisdom saving throw. It does so with Advantage if you or your allies are fighting it. On a failed save, the target has the Charmed condition until the spell ends or until you or your allies damage it. The Charmed creature is Friendly to you. When the spell ends, the target knows it was Charmed by you.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

CHILL TOUCH

Necromancy Cantrip (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Instantaneous

Channeling the chill of the grave, make a melee spell attack against a target within reach. On a hit, the target takes 1d10 Necrotic damage, and it can't regain Hit Points until the end of your next turn.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

CHROMATIC ORB

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a diamond worth 50+ GP)
Duration: Instantaneous

You hurl an orb of energy at a target within range. Choose Acid, Cold, Fire, Lightning, Poison, or Thunder for the type of orb you create, and then make a ranged spell attack against the target. On a hit, the target takes 3d8 damage of the chosen type.

If you roll the same number on two or more of the d8s, the orb leaps to a different target of your choice within 30 feet of the target. Make an attack

A human Sorcerer chastises ghouls with the unpredictable energy of a Chromatic Orb.

roll against the new target, and make a new damage roll. The orb can't leap again unless you cast the spell with a level 2+ spell slot.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1. The orb can leap a maximum number of times equal to the level of the slot expended, and a creature can be targeted only once by each casting of this spell.

CIRCLE OF DEATH

Level 6 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 150 feet
Components: V, S, M (the powder of a crushed black pearl worth 500+ GP)
Duration: Instantaneous

Negative energy ripples out in a 60-foot-radius Sphere from a point you choose within range. Each creature in that area makes a Constitution saving throw, taking 8d8 Necrotic damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 2d8 for each spell slot level above 6.

CIRCLE OF POWER

Level 5 Abjuration (Cleric, Paladin, Wizard)

Casting Time: Action
Range: Self
Components: V
Duration: Concentration, up to 10 minutes

An aura radiates from you in a 30-foot Emanation for the duration. While in the aura, you and your allies have Advantage on saving throws against spells and other magical effects. When an affected creature makes a saving throw against a spell or magical effect that allows a save to take only half damage, it takes no damage if it succeeds on the save.

CLAIRVOYANCE

Level 3 Divination (Bard, Cleric, Sorcerer, Wizard)

Casting Time: 10 minutes
Range: 1 mile
Components: V, S, M (a focus worth 100+ GP, either a jeweled horn for hearing or a glass eye for seeing)
Duration: Concentration, up to 10 minutes

You create an Invisible sensor within range in a location familiar to you (a place you have visited

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or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The intangible, invulnerable sensor remains in place for the duration.

When you cast the spell, choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As a Bonus Action, you can switch between seeing and hearing.

A creature that sees the sensor (such as a creature benefiting from *See Invisibility* or Truesight) sees a luminous orb about the size of your fist.

Clone

Level 8 Necromancy (Wizard)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a diamond worth 1,000+ GP, which the spell consumes, and a sealable vessel worth 2,000+ GP that is large enough to hold the creature being cloned)
Duration: Instantaneous

You touch a creature or at least 1 cubic inch of its flesh. An inert duplicate of that creature forms inside the vessel used in the spell's casting and finishes growing after 120 days; you choose whether the finished clone is the same age as the creature or younger. The clone remains inert and endures indefinitely while its vessel remains undisturbed.

If the original creature dies after the clone finishes forming, the creature's soul transfers to the clone if the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The creature's original remains, if any, become inert and can't be revived, since the creature's soul is elsewhere.

Cloudkill

Level 5 Conjuration (Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create a 20-foot-radius Sphere of yellow-green fog centered on a point within range. The fog lasts for the duration or until strong wind (such as the one created by *Gust of Wind*) disperses it, ending the spell. Its area is Heavily Obscured.

Each creature in the Sphere makes a Constitution saving throw, taking 5d8 Poison damage on a failed save or half as much damage on a successful one. A creature must also make this save when the Sphere moves into its space and when it enters the Sphere or ends its turn there. A creature makes this save only once per turn.

The Sphere moves 10 feet away from you at the start of each of your turns.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

Cloud of Daggers

Level 2 Conjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a sliver of glass)
Duration: Concentration, up to 1 minute

You conjure spinning daggers in a 5-foot Cube centered on a point within range. Each creature in that area takes 4d4 Slashing damage. A creature also takes this damage if it enters the Cube or ends its turn there or if the Cube moves into its space. A creature takes this damage only once per turn.

On your later turns, you can take a Magic action to teleport the Cube up to 30 feet.

Using a Higher-Level Spell Slot. The damage increases by 2d4 for each spell slot level above 2.

Color Spray

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a pinch of colorful sand)
Duration: Instantaneous

You launch a dazzling array of flashing, colorful light. Each creature in a 15-foot Cone originating from you must succeed on a Constitution saving throw or have the Blinded condition until the end of your next turn.

Command

Level 1 Enchantment (Bard, Cleric, Paladin)

Casting Time: Action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Choose the command from these options:

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.
Grovel. The target has the Prone condition and then ends its turn.
Halt. On its turn, the target doesn't move and takes no action or Bonus Action.

Using a Higher-Level Spell Slot. You can affect one additional creature for each spell slot level above 1.

COMMUNE

Level 5 Divination (Cleric)

Casting Time: 1 minute or Ritual
Range: Self
Components: V, S, M (incense)
Duration: 1 minute

You contact a deity or a divine proxy and ask up to three questions that can be answered with yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.

If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

COMMUNE WITH NATURE

Level 5 Divination (Druid, Ranger)

Casting Time: 1 minute or Ritual
Range: Self
Components: V, S
Duration: Instantaneous

You commune with nature spirits and gain knowledge of the surrounding area. In the outdoors, the spell gives you knowledge of the area within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in castles and settlements.

Choose three of the following facts; you learn those facts as they pertain to the spell's area:

- Locations of settlements
- Locations of portals to other planes of existence
- Location of one Challenge Rating 10+ creature (DM's choice) that is a Celestial, an Elemental, a Fey, a Fiend, or an Undead
- The most prevalent kind of plant, mineral, or Beast (you choose which to learn)
- Locations of bodies of water

For example, you could determine the location of a powerful monster in the area, the locations of bodies of water, and the locations of any towns.

COMPELLED DUEL

Level 1 Enchantment (Paladin)

Casting Time: Bonus Action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

You try to compel a creature into a duel. One creature that you can see within range makes a Wisdom saving throw. On a failed save, the target has Disadvantage on attack rolls against creatures other than you, and it can't willingly move to a space that is more than 30 feet away from you.

The spell ends if you make an attack roll against a creature other than the target, if you cast a spell on an enemy other than the target, if an ally of yours damages the target, or if you end your turn more than 30 feet away from the target.

COMPREHEND LANGUAGES

Level 1 Divination (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action or Ritual
Range: Self
Components: V, S, M (a pinch of soot and salt)
Duration: 1 hour

For the duration, you understand the literal meaning of any language that you hear or see signed. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode symbols or secret messages.

COMPULSION

Level 4 Enchantment (Bard)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Each creature of your choice that you can see within range must succeed on a Wisdom saving throw or have the Charmed condition until the spell ends.

The icy Wizard Otiluke blasts monsters with *Cone of Cold.*

For the duration, you can take a Bonus Action to designate a direction that is horizontal to you. Each Charmed target must use as much of its movement as possible to move in that direction on its next turn, taking the safest route. After moving in this way, a target repeats the save, ending the spell on itself on a success.

CONE OF COLD

Level 5 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a small crystal or glass cone)
Duration: Instantaneous

You unleash a blast of cold air. Each creature in a 60-foot Cone originating from you makes a Constitution saving throw, taking 8d8 Cold damage on a failed save or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

RANDY VARGAS

CONFUSION

Level 4 Enchantment (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (three nut shells)
Duration: Concentration, up to 1 minute

Each creature in a 10-foot-radius Sphere centered on a point you choose within range must succeed on a Wisdom saving throw, or that target can't take Bonus Actions or Reactions and must roll 1d10 at the start of each of its turns to determine its behavior for that turn, consulting the table below.

1d10	Behavior for the Turn
1	The target doesn't take an action, and it uses all its movement to move. Roll 1d4 for the direction: 1, north; 2, east; 3, south; or 4, west.
2–6	The target doesn't move or take actions.
7–8	The target doesn't move, and it takes the Attack action to make one melee attack against a random creature within reach. If none are within reach, the target takes no action.
9–10	The target chooses its behavior.

At the end of each of its turns, an affected target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. The Sphere's radius increases by 5 feet for each spell slot level above 4.

CONJURE ANIMALS

Level 3 Conjuration (Druid, Ranger)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure nature spirits that appear as a Large pack of spectral, intangible animals in an unoccupied space you can see within range. The pack lasts for the duration, and you choose the spirits' animal form, such as wolves, serpents, or birds.

You have Advantage on Strength saving throws while you're within 5 feet of the pack, and when you move on your turn, you can also move the pack up to 30 feet to an unoccupied space you can see.

Whenever the pack moves within 10 feet of a creature you can see and whenever a creature you can see enters a space within 10 feet of the pack or ends its turn there, you can force that creature to make a Dexterity saving throw. On a failed save, the creature takes 3d10 Slashing damage. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 3.

CONJURE BARRAGE

Level 3 Conjuration (Ranger)

Casting Time: Action
Range: Self
Components: V, S, M (a Melee or Ranged weapon worth at least 1 CP)
Duration: Instantaneous

You brandish the weapon used to cast the spell and conjure similar spectral weapons (or ammunition appropriate to the weapon) that launch forward and then disappear. Each creature of your choice that you can see in a 60-foot Cone makes a Dexterity saving throw, taking 5d8 Force damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 3.

CONJURE CELESTIAL

Level 7 Conjuration (Cleric)

Casting Time: Action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure a spirit from the Upper Planes, which manifests as a pillar of light in a 10-foot-radius, 40-foot-high Cylinder centered on a point within range. For each creature you can see in the Cylinder, choose which of these lights shines on it:

Healing Light. The target regains Hit Points equal to 4d12 plus your spellcasting ability modifier.

Searing Light. The target makes a Dexterity saving throw, taking 6d12 Radiant damage on a failed save or half as much damage on a successful one.

Until the spell ends, Bright Light fills the Cylinder, and when you move on your turn, you can also move the Cylinder up to 30 feet.

Whenever the Cylinder moves into the space of a creature you can see and whenever a creature you can see enters the Cylinder or ends its turn there, you can bathe it in one of the lights. A creature can be affected by this spell only once per turn.

Using a Higher-Level Spell Slot. The healing and damage increase by 1d12 for each spell slot level above 7.

CONJURE ELEMENTAL

Level 5 Conjuration (Druid, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure a Large, intangible spirit from the Elemental Planes that appears in an unoccupied space within range. Choose the spirit's element, which determines its damage type: air (Lightning), earth (Thunder), fire (Fire), or water (Cold). The spirit lasts for the duration.

Whenever a creature you can see enters the spirit's space or starts its turn within 5 feet of the spirit, you can force that creature to make a Dexterity saving throw if the spirit has no creature Restrained. On failed save, the target takes 8d8 damage of the spirit's type, and the target has the Restrained condition until the spell ends. At the start of each of its turns, the Restrained target repeats the save. On a failed save, the target takes 4d8 damage of the spirit's type. On a successful save, the target isn't Restrained by the spirit.

Using a Higher-Level Spell Slot. The damage increases by 2d8 for each spell slot level above 5.

Conjure Fey

Level 6 Conjuration (Druid)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure a Medium spirit from the Feywild in an unoccupied space you can see within range. The spirit lasts for the duration, and it looks like a Fey creature of your choice. When the spirit appears, you can make one melee spell attack against a creature within 5 feet of it. On a hit, the target takes Psychic damage equal to 3d12 plus your spellcasting ability modifier, and the target has the Frightened condition until the start of your next turn, with both you and the spirit as the source of the fear.

As a Bonus Action on your later turns, you can teleport the spirit to an unoccupied space you can see within 30 feet of the space it left and make the attack against a creature within 5 feet of it.

Using a Higher-Level Spell Slot. The damage increases by 2d12 for each spell slot level above 6.

Conjure Minor Elementals

Level 4 Conjuration (Druid, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure spirits from the Elemental Planes that flit around you in a 15-foot Emanation for the duration. Until the spell ends, any attack you make deals an extra 2d8 damage when you hit a creature in the Emanation. This damage is Acid, Cold, Fire, or Lightning (your choice when you make the attack).

In addition, the ground in the Emanation is Difficult Terrain for your enemies.

Using a Higher-Level Spell Slot. The damage increases by 2d8 for each spell slot level above 4.

Conjure Volley

Level 5 Conjuration (Ranger)

Casting Time: Action
Range: 150 feet
Components: V, S, M (a Melee or Ranged weapon worth at least 1 CP)
Duration: Instantaneous

You brandish the weapon used to cast the spell and choose a point within range. Hundreds of similar spectral weapons (or ammunition appropriate to the weapon) fall in a volley and then disappear. Each creature of your choice that you can see in a 40-foot-radius, 20-foot-high Cylinder centered on that point makes a Dexterity saving throw. A creature takes 8d8 Force damage on a failed save or half as much damage on a successful one.

Conjure Woodland Beings

Level 4 Conjuration (Druid, Ranger)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure nature spirits that flit around you in a 10-foot Emanation for the duration. Whenever the Emanation enters the space of a creature you can see and whenever a creature you can see enters the Emanation or ends its turn there, you can force that creature to make a Wisdom saving throw. The creature takes 5d8 Force damage on a failed save or half as much damage on a successful one. A creature makes this save only once per turn.

In addition, you can take the Disengage action as a Bonus Action for the spell's duration.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

Contact Other Plane

Level 5 Divination (Warlock, Wizard)

Casting Time: 1 minute or Ritual
Range: Self
Components: V
Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other knowledgeable entity from another plane. Contacting this otherworldly intelligence can break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

On a failed save, you take 6d6 Psychic damage and have the Incapacitated condition until you finish a Long Rest. A *Greater Restoration* spell cast on you ends this effect.

CONTAGION

Level 5 Necromancy (Cleric, Druid)

Casting Time: Action
Range: Touch
Component: V, S
Duration: 7 days

Your touch inflicts a magical contagion. The target must succeed on a Constitution saving throw or take 11d8 Necrotic damage and have the Poisoned condition. Also, choose one ability when you cast the spell. While Poisoned, the target has Disadvantage on saving throws made with the chosen ability.

The target must repeat the saving throw at the end of each of its turns until it gets three successes or failures. If the target succeeds on three of these saves, the spell ends on the target. If the target fails three of the saves, the spell lasts for 7 days on it.

Whenever the Poisoned target receives an effect that would end the Poisoned condition, the target must succeed on a Constitution saving throw, or the Poisoned condition doesn't end on it.

CONTINGENCY

Level 6 Abjuration (Wizard)

Casting Time: 10 minutes
Range: Self
Components: V, S, M (a gem-encrusted statuette of yourself worth 1,500+ GP)
Duration: 10 days

Choose a spell of level 5 or lower that you can cast, that has a casting time of an action, and that can target you. You cast that spell—called the contingent spell—as part of casting *Contingency*, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain trigger occurs. You describe that trigger when you cast the two spells. For example, a *Contingency* cast with *Water Breathing* might stipulate that *Water Breathing* comes into effect when you are engulfed in water or a similar liquid.

The contingent spell takes effect immediately after the trigger occurs for the first time, whether or not you want it to, and then *Contingency* ends.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one *Contingency* spell at a time. If you cast this spell again, the effect of another *Contingency* spell on you ends. Also, *Contingency* ends on you if its material component is ever not on your person.

CONTINUAL FLAME

Level 2 Evocation (Cleric, Druid, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (ruby dust worth 50+ GP, which the spell consumes)
Duration: Until dispelled

A flame springs from an object that you touch. The effect casts Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. It looks like a regular flame, but it creates no heat and consumes no fuel. The flame can be covered or hidden but not smothered or quenched.

CONTROL WATER

Level 4 Transmutation (Cleric, Druid, Wizard)

Casting Time: Action
Range: 300 feet
Components: V, S, M (a mixture of water and dust)
Duration: Concentration, up to 10 minutes

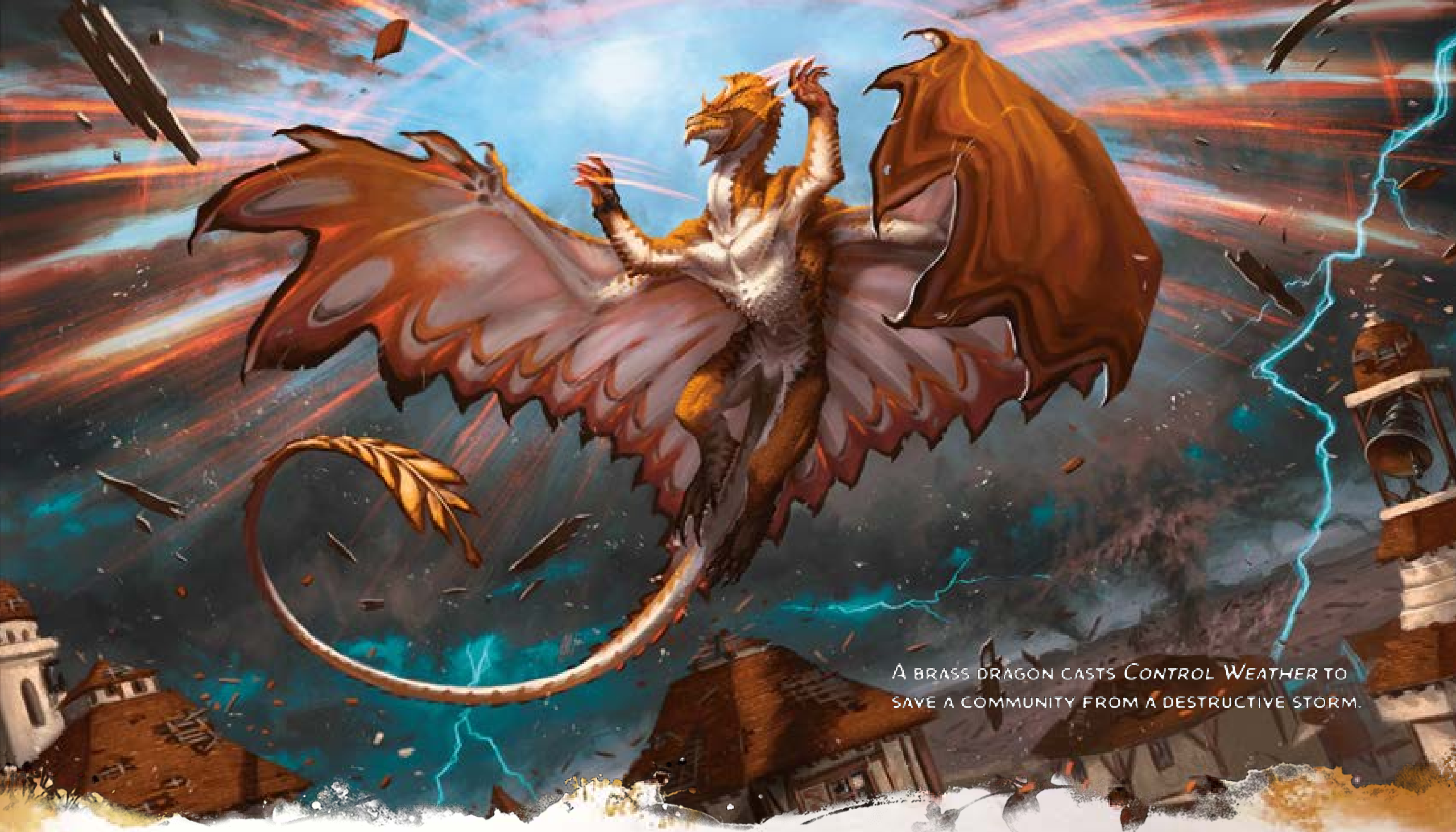
Until the spell ends, you control any water inside an area you choose that is a Cube up to 100 feet on a side, using one of the following effects. As a Magic action on your later turns, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You part water in the area and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain. The water continues to move in the direction you chose until the spell ends or you choose a different effect.



A brass dragon casts *Control Weather* to save a community from a destructive storm.

Whirlpool. You cause a whirlpool to form in the center of the area, which must be at least 50 feet square and 25 feet deep. The whirlpool lasts until you choose a different effect or the spell ends. The whirlpool is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature in the water and within 25 feet of the whirlpool is pulled 10 feet toward it. When a creature enters the whirlpool for the first time on a turn or ends its turn there, it makes a Strength saving throw. On a failed save, the creature takes 2d8 Bludgeoning damage. On a successful save, the creature takes half as much damage. A creature can swim away from the whirlpool only if it first takes an action to pull away and succeeds on a Strength (Athletics) check against your spell save DC.

CONTROL WEATHER

Level 8 Transmutation (Cleric, Druid, Wizard)

Casting Time: 10 minutes
Range: Self
Components: V, S, M (burning incense)
Duration: Concentration, up to 8 hours

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell, and it ends early if you go indoors.

When you cast the spell, you change the current weather conditions, which are determined by the DM. You can change precipitation, temperature, and wind. It takes 1d4 × 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TEMPERATURE

Stage	Condition
1	Heat wave
2	Hot
3	Warm
4	Cool
5	Cold
6	Freezing

WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

Cordon of Arrows

Level 2 Transmutation (Ranger)

Casting Time: Action
Range: Touch
Components: V, S, M (an ornamental braid)
Duration: 8 hours

You touch up to four nonmagical Arrows or Bolts and plant them in the ground in your space. Until the spell ends, the ammunition can't be physically uprooted, and whenever a creature other than you enters a space within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 2d4 Piercing damage. The piece of ammunition is then destroyed. The spell ends when none of the ammunition remains planted in the ground.

When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

Using a Higher-Level Spell Slot. The amount of ammunition that can be affected increases by two for each spell slot level above 2.

Counterspell

Level 3 Abjuration (Sorcerer, Warlock, Wizard)

Casting Time: Reaction, which you take when you see a creature within 60 feet of yourself casting a spell with Verbal, Somatic, or Material components
Range: 60 feet
Components: S
Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. The creature makes a Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

Create Food and Water

Level 3 Conjuration (Cleric, Paladin)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You create 45 pounds of food and 30 gallons of fresh water on the ground or in containers within range—both useful in fending off the hazards of malnutrition and dehydration. The food is bland but nourishing and looks like a food of your choice, and the water is clean. The food spoils after 24 hours if uneaten.

Create or Destroy Water

Level 1 Transmutation (Cleric, Druid)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a mix of water and sand)
Duration: Instantaneous

You do one of the following:

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot Cube within range, extinguishing exposed flames there.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot Cube within range.

Using a Higher-Level Spell Slot. You create or destroy 10 additional gallons of water, or the size of the Cube increases by 5 feet, for each spell slot level above 1.

Create Undead

Level 6 Necromancy (Cleric, Warlock, Wizard)

Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (one 150+ GP black onyx stone for each corpse)
Duration: Instantaneous

You can cast this spell only at night. Choose up to three corpses of Medium or Small Humanoids within range. Each one becomes a **Ghoul** under your control (see the *Monster Manual* for its stat block).

As a Bonus Action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to them). You decide what action the creature will take and where it will move on its next turn, or you can issue a general command, such as to guard a particular place. If you issue no commands, the creature takes the Dodge action and moves only to avoid harm. Once given an order, the creature continues to follow the order until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell rather than animating new ones.

Using a Higher-Level Spell Slot. If you use a level 7 spell slot, you can animate or reassert control over four **Ghouls**. If you use a level 8 spell slot, you can animate or reassert control over five **Ghouls** or two **Ghasts** or **Wights**. If you use a level 9 spell slot, you can animate or reassert control over six **Ghouls**, three **Ghasts** or **Wights**, or two **Mummies**. See the *Monster Manual* for these stat blocks.

CREATION

Level 5 Illusion (Sorcerer, Wizard)

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a paintbrush)
Duration: Special

You pull wisps of shadow material from the Shadowfell to create an object within range. It is either an object of vegetable matter (soft goods, rope, wood, and the like) or mineral matter (stone, crystal, metal, and the like). The object must be no larger than a 5-foot Cube, and the object must be of a form and material that you have seen.

The spell's duration depends on the object's material, as shown in the Materials table. If the object is composed of multiple materials, use the shortest duration. Using any object created by this spell as another spell's Material component causes the other spell to fail.

MATERIALS

Material	Duration
Vegetable matter	24 hours
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Using a Higher-Level Spell Slot. The Cube increases by 5 feet for each spell slot level above 5.

CROWN OF MADNESS

Level 2 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

One creature that you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The creature succeeds automatically if it isn't Humanoid.

A spectral crown appears on the Charmed target's head, and it must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if no creature is within its reach. The target repeats the save at the end of each of its turns, ending the spell on itself on a success.

On your later turns, you must take the Magic action to maintain control of the target, or the spell ends.

CRUSADER'S MANTLE

Level 3 Evocation (Paladin)

Casting Time: Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

You radiate a magical aura in a 30-foot Emanation. While in the aura, you and your allies each deal an extra 1d4 Radiant damage when hitting with a weapon or an Unarmed Strike.

CURE WOUNDS

Level 1 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 2d8 for each spell slot level above 1.

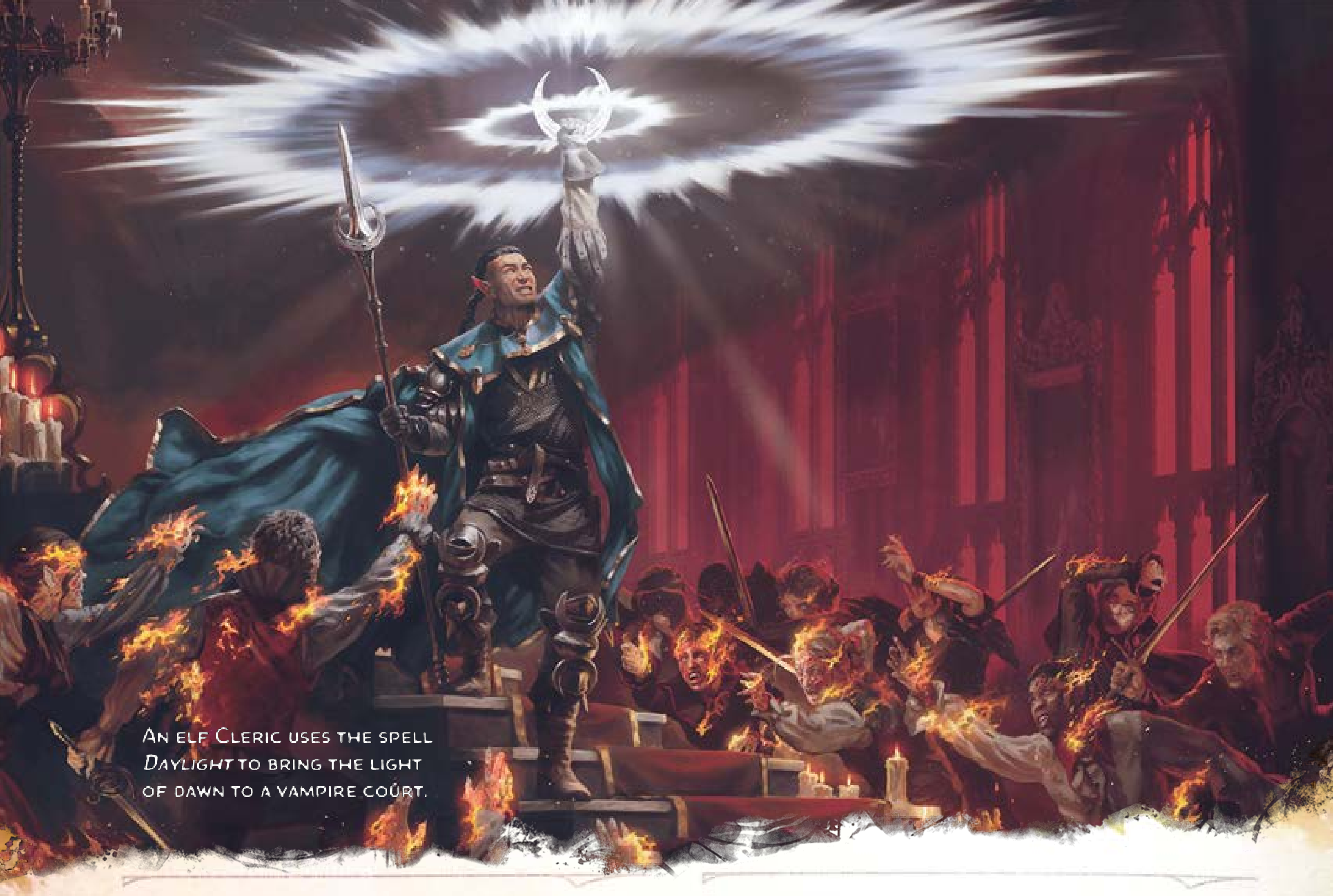
DANCING LIGHTS

Illusion Cantrip (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a bit of phosphorus)
Duration: Concentration, up to 1 minute

You create up to four torch-size lights within range, making them appear as torches, lanterns, or glowing orbs that hover for the duration. Alternatively, you combine the four lights into one glowing Medium form that is vaguely humanlike. Whichever form you choose, each light sheds Dim Light in a 10-foot radius.

As a Bonus Action, you can move the lights up to 60 feet to a space within range. A light must be within 20 feet of another light created by this spell, and a light vanishes if it exceeds the spell's range.



An elf Cleric uses the spell *Daylight* to bring the light of dawn to a vampire court.

DARKNESS

Level 2 Evocation (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, M (bat fur and a piece of coal)
Duration: Concentration, up to 10 minutes

For the duration, magical Darkness spreads from a point within range and fills a 15-foot-radius Sphere. Darkvision can't see through it, and nonmagical light can't illuminate it.

Alternatively, you cast the spell on an object that isn't being worn or carried, causing the Darkness to fill a 15-foot Emanation originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the Darkness.

If any of this spell's area overlaps with an area of Bright Light or Dim Light created by a spell of level 2 or lower, that other spell is dispelled.

DARKVISION

Level 2 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a dried carrot)
Duration: 8 hours

For the duration, a willing creature you touch has Darkvision with a range of 150 feet.

DAYLIGHT

Level 3 Evocation (Cleric, Druid, Paladin, Ranger, Sorcerer)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: 1 hour

For the duration, sunlight spreads from a point within range and fills a 60-foot-radius Sphere. The sunlight's area is Bright Light and sheds Dim Light for an additional 60 feet.

Alternatively, you cast the spell on an object that isn't being worn or carried, causing the sunlight to fill a 60-foot Emanation originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the sunlight.

If any of this spell's area overlaps with an area of Darkness created by a spell of level 3 or lower, that other spell is dispelled.

Death Ward

Level 4 Abjuration (Cleric, Paladin)

Casting Time: Action
Range: Touch
Components: V, S
Duration: 8 hours

You touch a creature and grant it a measure of protection from death. The first time the target would drop to 0 Hit Points before the spell ends, the target instead drops to 1 Hit Point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill it instantly without dealing damage, that effect is negated against the target, and the spell ends.

Delayed Blast Fireball

Level 7 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: 150 feet
Components: V, S, M (a ball of bat guano and sulfur)
Duration: Concentration, up to 1 minute

A beam of yellow light flashes from you, then condenses at a chosen point within range as a glowing bead for the duration. When the spell ends, the bead explodes, and each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw. A creature takes Fire damage equal to the total accumulated damage on a failed save or half as much damage on a successful one.

The spell's base damage is 12d6, and the damage increases by 1d6 whenever your turn ends and the spell hasn't ended.

If a creature touches the glowing bead before the spell ends, that creature makes a Dexterity saving throw. On a failed save, the spell ends, causing the bead to explode. On a successful save, the creature can throw the bead up to 40 feet. If the thrown bead enters a creature's space or collides with a solid object, the spell ends, and the bead explodes.

When the bead explodes, flammable objects in the explosion that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The base damage increases by 1d6 for each spell slot level above 7.

Demiplane

Level 8 Conjuration (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: S
Duration: 1 hour

You create a shadowy Medium door on a flat solid surface that you can see within range. This door can be opened and closed, and it leads to a demiplane that is an empty room 30 feet in each dimension, made of wood or stone (your choice).

When the spell ends, the door vanishes, and any objects inside the demiplane remain there. Any creatures inside also remain unless they opt to be shunted through the door as it vanishes, landing with the Prone condition in the unoccupied spaces closest to the door's former space.

Each time you cast this spell, you can create a new demiplane or connect the shadowy door to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can connect the shadowy door to that demiplane instead.

Destructive Wave

Level 5 Evocation (Paladin)

Casting Time: Action
Range: Self
Components: V
Duration: Instantaneous

Destructive energy ripples outward from you in a 30-foot Emanation. Each creature you choose in the Emanation makes a Constitution saving throw. On a failed save, a target takes 5d6 Thunder damage and 5d6 Radiant or Necrotic damage (your choice) and has the Prone condition. On a successful save, a target takes half as much damage only.

Detect Evil and Good

Level 1 Divination (Cleric, Paladin)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you sense the location of any Aberration, Celestial, Elemental, Fey, Fiend, or Undead within 30 feet of yourself. You also sense whether the *Hallow* spell is active there and, if so, where.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Magic

Level 1 Divination (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action or Ritual
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Poison and Disease

Level 1 Divination (Cleric, Druid, Paladin, Ranger)

Casting Time: Action or Ritual
Range: Self
Components: V, S, M (a yew leaf)
Duration: Concentration, up to 10 minutes

For the duration, you sense the location of poisons, poisonous or venomous creatures, and magical contagions within 30 feet of yourself. You sense the kind of poison, creature, or contagion in each case.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Thoughts

Level 2 Divination (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (1 Copper Piece)
Duration: Concentration, up to 1 minute

You activate one of the effects below. Until the spell ends, you can activate either effect as a Magic action on your later turns.

Sense Thoughts. You sense the presence of thoughts within 30 feet of yourself that belong to creatures that know languages or are telepathic. You don't read the thoughts, but you know that a thinking creature is present.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Read Thoughts. Target one creature you can see within 30 feet of yourself or one creature within 30 feet of yourself that you detected with the Sense Thoughts option. You learn what is most on the target's mind right now. If the target doesn't know any languages and isn't telepathic, you learn nothing.

As a Magic action on your next turn, you can try to probe deeper into the target's mind. If you probe deeper, the target makes a Wisdom saving throw. On a failed save, you discern the target's reasoning, emotions, and something that looms large in its mind (such as a worry, love, or hate). On a successful save, the spell ends. Either way, the target knows that you are probing into its mind, and until you shift your attention away from the target's mind, the target can take an action on its turn to make an Intelligence (Arcana) check against your spell save DC, ending the spell on a success.

Dimension Door

Level 4 Conjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 500 feet
Components: V
Duration: Instantaneous

You teleport to a location within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "300 feet upward to the northwest at a 45-degree angle."

You can also teleport one willing creature. The creature must be within 5 feet of you when you teleport, and it teleports to a space within 5 feet of your destination space.

If you, the other creature, or both would arrive in a space occupied by a creature or completely filled by one or more objects, you and any creature traveling with you each take 4d6 Force damage, and the teleportation fails.

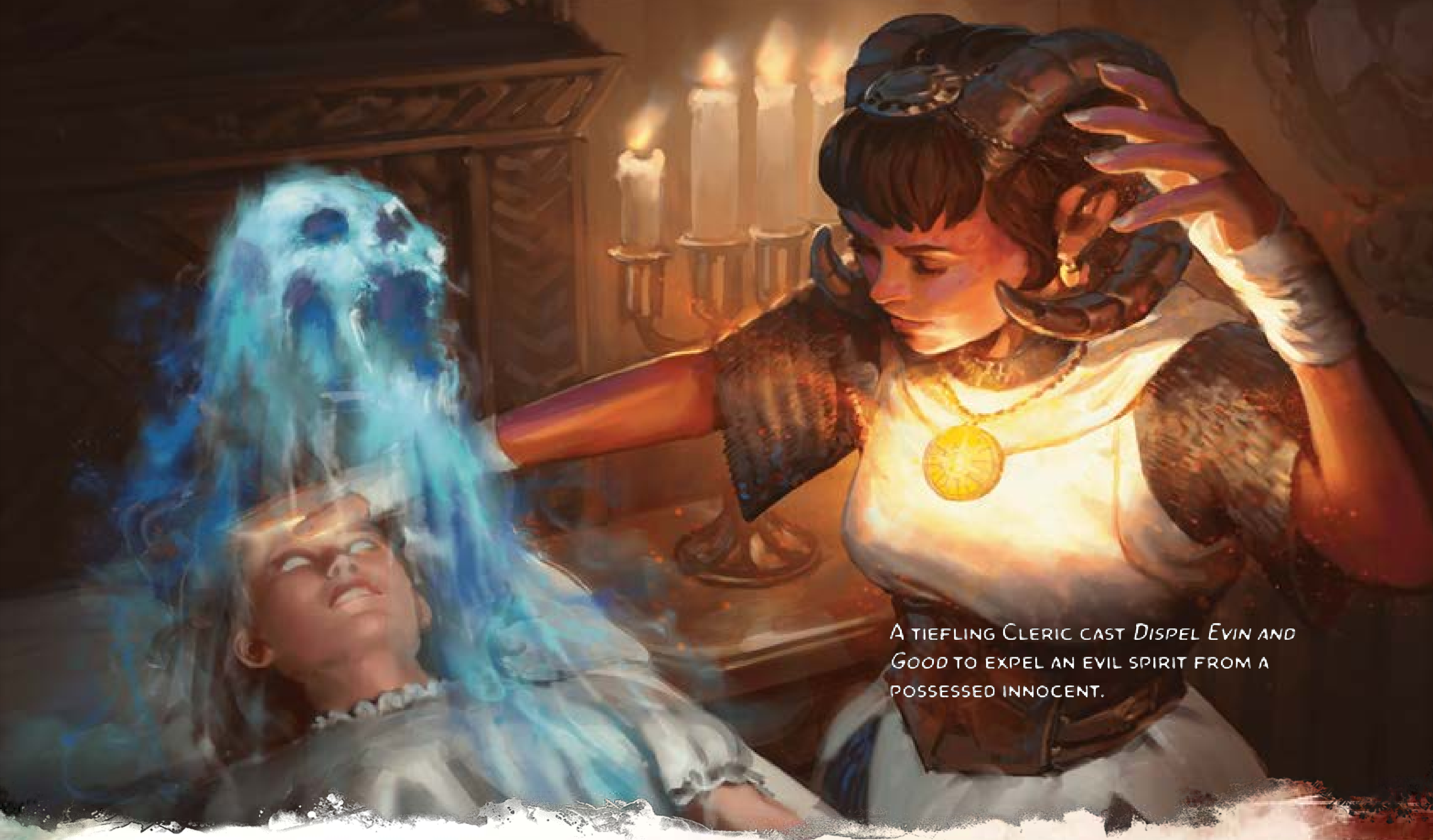
Disguise Self

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends. You can seem 1 foot shorter or taller and can appear heavier or lighter. You must adopt a form that has the same basic arrangement of limbs as you have. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing.



A tiefling Cleric cast *Dispel Evin and Good* to expel an evil spirit from a possessed innocent.

JAVIER CHARRO

To discern that you are disguised, a creature must take the Study action to inspect your appearance and succeed on an Intelligence (Investigation) check against your spell save DC.

DISINTEGRATE

Level 6 Transmutation (Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a lodestone and dust)
Duration: Instantaneous

You launch a green ray at a target you can see within range. The target can be a creature, a nonmagical object, or a creation of magical force, such as the wall created by *Wall of Force*.

A creature targeted by this spell makes a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 Force damage. If this damage reduces it to 0 Hit Points, it and everything nonmagical it is wearing and carrying are disintegrated into gray dust. The target can be revived only by a *True Resurrection* or a *Wish* spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If such a target is Huge or larger, this spell disintegrates a 10-foot-Cube portion of it.

Using a Higher-Level Spell Slot. The damage increases by 3d6 for each spell slot level above 6.

DISPEL EVIL AND GOOD

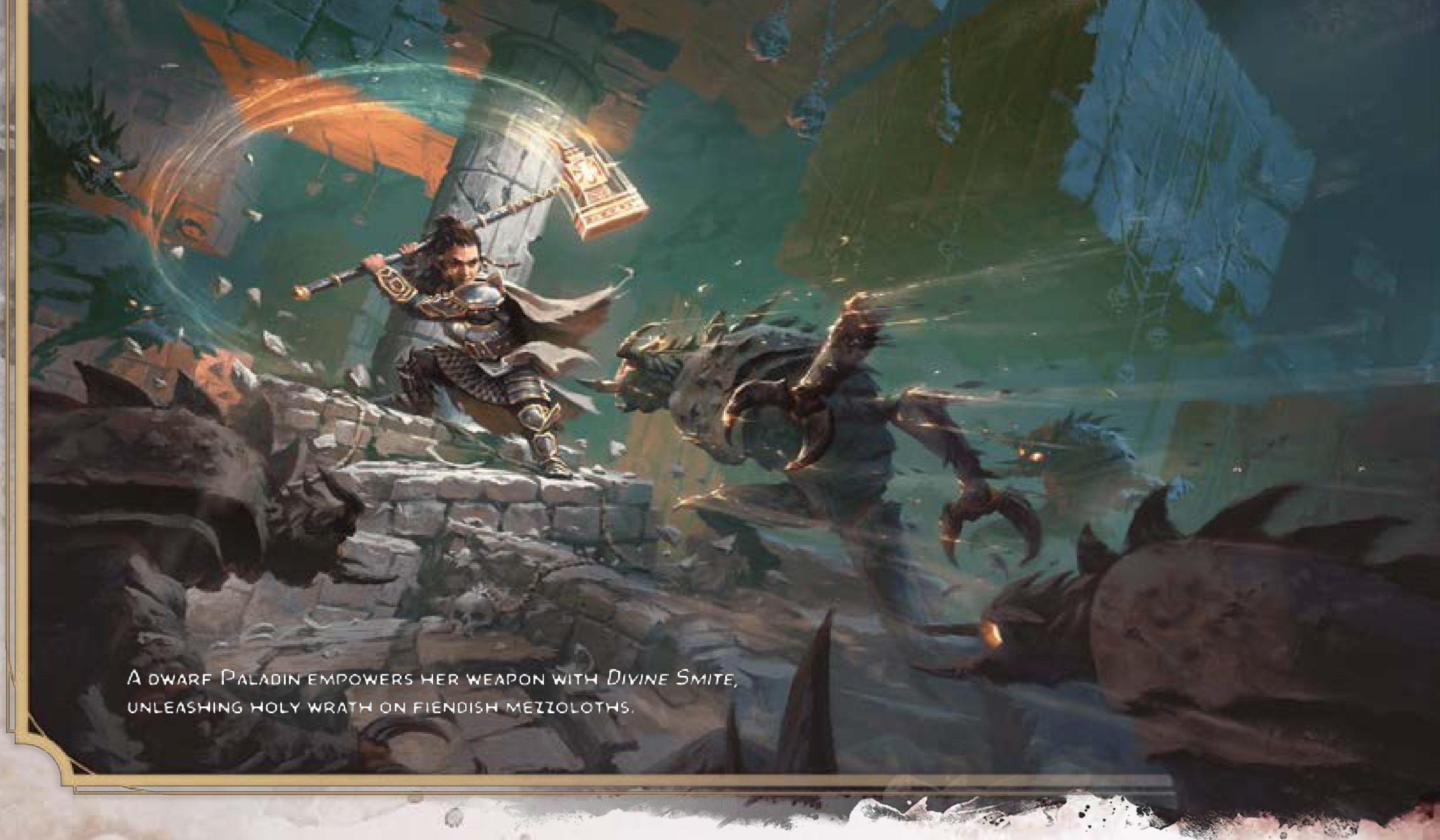
Level 5 Abjuration (Cleric, Paladin)

Casting Time: Action
Range: Self
Components: V, S, M (powdered silver and iron)
Duration: Concentration, up to 1 minute

For the duration, Celestials, Elementals, Fey, Fiends, and Undead have Disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions.

Break Enchantment. As a Magic action, you touch a creature that is possessed by or has the Charmed or Frightened condition from one or more creatures of the types above. The target is no longer possessed, Charmed, or Frightened by such creatures.

Dismissal. As a Magic action, you target one creature you can see within 5 feet of you that has one of the creature types above. The target must succeed on a Charisma saving throw or be sent back to its home plane if it isn't there already. If they aren't on their home plane, Undead are sent to the Shadowfell, and Fey are sent to the Feywild.



A dwarf Paladin empowers her weapon with *Divine Smite*, unleashing holy wrath on fiendish mezzoloths.

Dispel Magic

Level 3 Abjuration (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any ongoing spell of level 3 or lower on the target ends. For each ongoing spell of level 4 or higher on the target, make an ability check using your spellcasting ability (DC 10 plus that spell's level). On a successful check, the spell ends.

Using a Higher-Level Spell Slot. You automatically end a spell on the target if the spell's level is equal to or less than the level of the spell slot you use.

Dissonant Whispers

Level 1 Enchantment (Bard)

Casting Time: Action
Range: 60 feet
Components: V
Duration: Instantaneous

One creature of your choice that you can see within range hears a discordant melody in its mind. The target makes a Wisdom saving throw. On a failed save, it takes 3d6 Psychic damage and must immediately use its Reaction, if available, to move as far away from you as it can, using the safest route. On a successful save, the target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

Divination

Level 4 Divination (Cleric, Druid, Wizard)

Casting Time: Action or Ritual
Range: Self
Components: V, S, M (incense worth 25+ GP, which the spell consumes)
Duration: Instantaneous

This spell puts you in contact with a god or a god's servants. You ask one question about a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply, which might be a short phrase or cryptic rhyme. The spell doesn't account for circumstances that might change the answer, such as the casting of other spells.

If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

DIVINE FAVOR

Level 1 Transmutation (Paladin)

Casting Time: Bonus Action
Range: Self
Components: V, S
Duration: 1 minute

Until the spell ends, your attacks with weapons deal an extra 1d4 Radiant damage on a hit.

DIVINE SMITE

Level 1 Evocation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike
Range: Self
Component: V
Duration: Instantaneous

The target takes an extra 2d8 Radiant damage from the attack. The damage increases by 1d8 if the target is a Fiend or an Undead.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

DIVINE WORD

Level 7 Evocation (Cleric)

Casting Time: Bonus Action
Range: 30 feet
Components: V
Duration: Instantaneous

You utter a word imbued with power from the Upper Planes. Each creature of your choice in range makes a Charisma saving throw. On a failed save, a target that has 50 Hit Points or fewer suffers an effect based on its current Hit Points, as shown in the Divine Word Effects table. Regardless of its Hit Points, a Celestial, an Elemental, a Fey, or a Fiend target that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to the current plane for 24 hours by any means short of a *Wish* spell.

DIVINE WORD EFFECTS

Hit Points	Effect
0–20	The target dies.
21–30	The target has the Blinded, Deafened, and Stunned conditions for 1 hour.
31–40	The target has the Blinded and Deafened conditions for 10 minutes.
41–50	The target has the Deafened condition for 1 minute.

DOMINATE BEAST

Level 4 Enchantment (Druid, Ranger, Sorcerer)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

One Beast you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has Advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 5 (up to 10 minutes), 6 (up to 1 hour), or 7+ (up to 8 hours).

DOMINATE MONSTER

Level 8 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

One creature you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has Advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a level 9 spell slot (up to 8 hours).

Dominate Person

Level 5 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

One Humanoid you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has Advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 6 (up to 10 minutes), 7 (up to 1 hour), or 8+ (up to 8 hours).

Dragon's Breath

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Bonus Action
Range: Touch
Components: V, S, M (a hot pepper)
Duration: Concentration, up to 1 minute

You touch one willing creature, and choose Acid, Cold, Fire, Lightning, or Poison. Until the spell ends, the target can take a Magic action to exhale a 15-foot Cone. Each creature in that area makes a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

Drawmij's Instant Summons

Level 6 Conjuration (Wizard)

Casting Time: 1 minute or Ritual
Range: Touch
Components: V, S, M (a sapphire worth 1,000+ GP)
Duration: Until dispelled

You touch the sapphire used in the casting and an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an Invisible mark on that object and invisibly inscribes the object's name on the sapphire. Each time you cast this spell, you must use a different sapphire.

Thereafter, you can take a Magic action to speak the object's name and crush the sapphire. The object instantly appears in your hand regardless of physical or planar distances, and the spell ends.

If another creature is holding or carrying the object, crushing the sapphire doesn't transport it, but instead you learn who that creature is and where that creature is currently located.

Dream

Level 5 Illusion (Bard, Warlock, Wizard)

Casting Time: 1 minute
Range: Special
Components: V, S, M (a handful of sand)
Duration: 8 hours

You target a creature you know on the same plane of existence. You or a willing creature you touch enters a trance state to act as a dream messenger. While in the trance, the messenger is Incapacitated and has a Speed of 0.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the spell's duration. The messenger can also shape the dream's environment, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the spell. The target recalls the dream perfectly upon waking.

If the target is awake when you cast the spell, the messenger knows it and can either end the trance (and the spell) or wait for the target to sleep, at which point the messenger enters its dreams.

You can make the messenger terrifying to the target. If you do so, the messenger can deliver a message of no more than ten words, and then the target makes a Wisdom saving throw. On a failed save, the target gains no benefit from its rest, and it takes 3d6 Psychic damage when it wakes up.

Druidcraft

Transmutation Cantrip (Druid)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range.

Weather Sensor. You create a Tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a

A sprite casts *Druidcraft* to make flowers blossom.

cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

Bloom. You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

Sensory Effect. You create a harmless sensory effect, such as falling leaves, spectral dancing fairies, a gentle breeze, the sound of an animal, or the faint odor of skunk. The effect must fit in a 5-foot Cube.

Fire Play. You light or snuff out a candle, a torch, or a campfire.

EARTHQUAKE

Level 8 Transmutation (Cleric, Druid, Sorcerer)

Casting Time: Action
Range: 500 feet
Components: V, S, M (a fractured rock)
Duration: Concentration, up to 1 minute

Choose a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point. The ground there is Difficult Terrain.

When you cast this spell and at the end of each of your turns for the duration, each creature on the ground in the area makes a Dexterity saving throw. On a failed save, a creature has the Prone condition, and its Concentration is broken.

You can also cause the effects below.

Fissures. A total of 1d6 fissures open in the spell's area at the end of the turn you cast it. You choose the fissures' locations, which can't be under structures. Each fissure is 1d10 × 10 feet deep and 10 feet wide, and it extends from one edge of the spell's area to another edge. A creature in the same space as a fissure must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

Structures. The tremor deals 50 Bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the end of each of your turns until the spell ends. If a structure drops to 0 Hit Points, it collapses.

A creature within a distance from a collapsing structure equal to half the structure's height makes a Dexterity saving throw. On a failed save, the creature takes 12d6 Bludgeoning damage, has the Prone condition, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. On a successful save, the creature takes half as much damage only.

ELDRITCH BLAST

Evocation Cantrip (Warlock)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You hurl a beam of crackling energy. Make a ranged spell attack against one creature or object in range. On a hit, the target takes 1d10 Force damage.

Cantrip Upgrade. The spell creates two beams at level 5, three beams at level 11, and four beams at level 17. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

ELEMENTALISM

Transmutation Cantrip (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You exert control over the elements, creating one of the following effects within range.

Beckon Air. You create a breeze strong enough to ripple cloth, stir dust, rustle leaves, and close open doors and shutters, all in a 5-foot Cube. Doors and shutters being held open by someone or something aren't affected.

Beckon Earth. You create a thin shroud of dust or sand that covers surfaces in a 5-foot-square area, or you cause a single word to appear in your handwriting in a patch of dirt or sand.

Beckon Fire. You create a thin cloud of harmless embers and colored, scented smoke in a 5-foot Cube. You choose the color and scent, and the embers can light candles, torches, or lamps in that area. The smoke's scent lingers for 1 minute.

Beckon Water. You create a spray of cool mist that lightly dampens creatures and objects in a 5-foot Cube. Alternatively, you create 1 cup of clean water either in an open container or on a surface, and the water evaporates in 1 minute.

Sculpt Element. You cause dirt, sand, fire, smoke, mist, or water that can fit in a 1-foot Cube to assume a crude shape (such as that of a creature) for 1 hour.

Elemental Weapon

Level 3 Transmutation (Druid, Paladin, Ranger)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

Using a Higher-Level Spell Slot. If you use a level 5–6 spell slot, the bonus to attack rolls increases to +2, and the extra damage increases to 2d4. If you use a level 7+ spell slot, the bonus increases to +3, and the extra damage increases to 3d4.

Enhance Ability

Level 2 Transmutation (Bard, Cleric, Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (fur or a feather)
Duration: Concentration, up to 1 hour

You touch a creature and choose Strength, Dexterity, Intelligence, Wisdom, or Charisma. For the duration, the target has Advantage on ability checks using the chosen ability.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2. You can choose a different ability for each target.

Enlarge/Reduce

Level 2 Transmutation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a pinch of powdered iron)
Duration: Concentration, up to 1 minute

For the duration, the spell enlarges or reduces a creature or an object you can see within range (see the chosen effect below). A targeted object must be neither worn nor carried. If the target is an unwilling creature, it can make a Constitution saving throw. On a successful save, the spell has no effect.

Everything that a targeted creature is wearing and carrying changes size with it. Any item it drops returns to normal size at once. A thrown weapon or piece of ammunition returns to normal size immediately after it hits or misses a target.

Enlarge. The target's size increases by one category—from Medium to Large, for example. The target also has Advantage on Strength checks and Strength saving throws. The target's attacks with its enlarged weapons or Unarmed Strikes deal an extra 1d4 damage on a hit.

Reduce. The target's size decreases by one category—from Medium to Small, for example. The target also has Disadvantage on Strength checks and Strength saving throws. The target's attacks with its reduced weapons or Unarmed Strikes deal 1d4 less damage on a hit (this can't reduce the damage below 1).

Ensnaring Strike

Level 1 Conjuration (Ranger)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a weapon
Range: Self
Components: V
Duration: Concentration, up to 1 minute

As you hit the target, grasping vines appear on it, and it makes a Strength saving throw. A Large or larger creature has Advantage on this save. On a failed save, the target has the Restrained condition until the spell ends. On a successful save, the vines shrivel away, and the spell ends.

While Restrained, the target takes 1d6 Piercing damage at the start of each of its turns. The target or a creature within reach of it can take an action to make a Strength (Athletics) check against your spell save DC. On a success, the spell ends.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

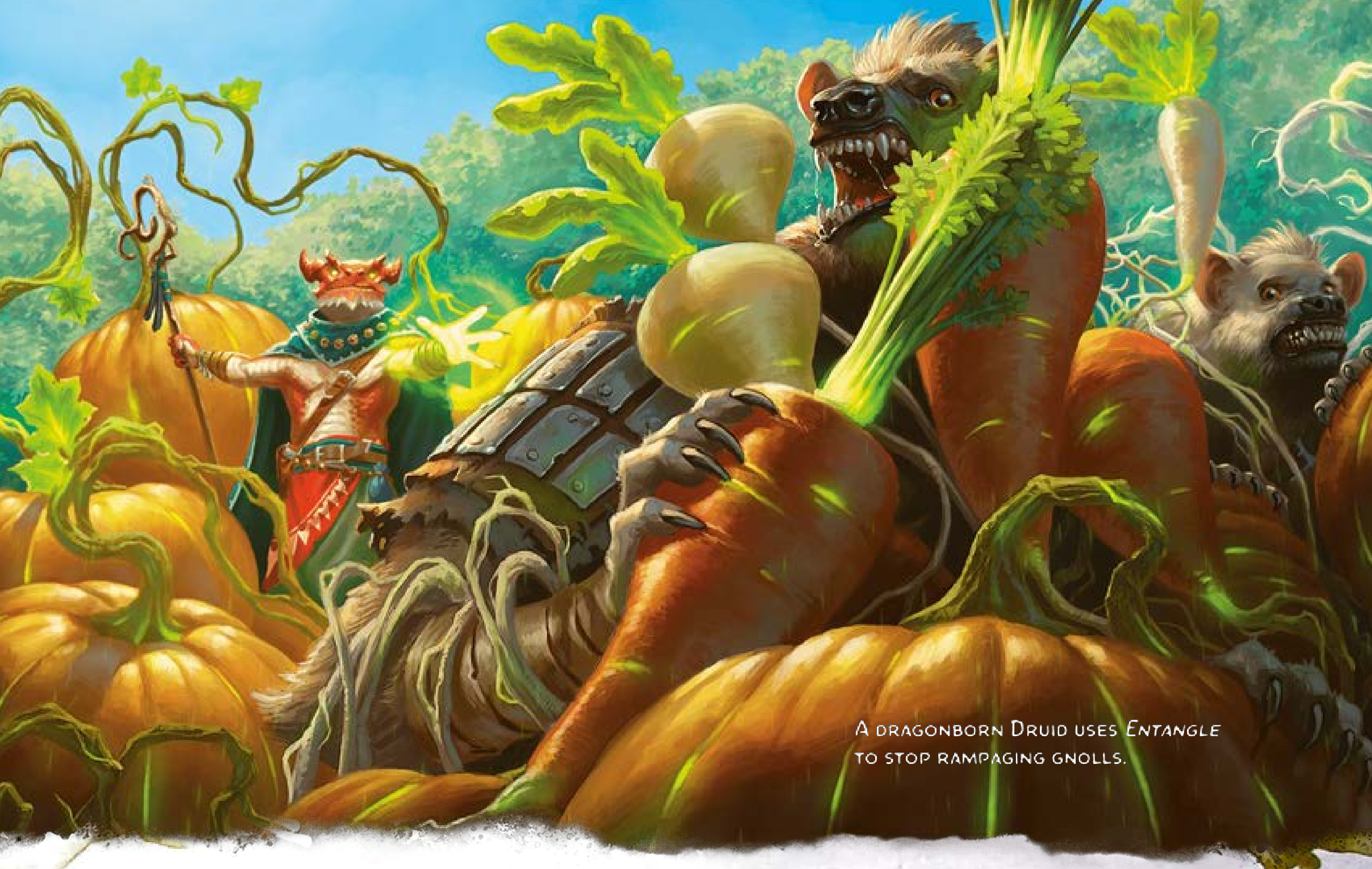
Entangle

Level 1 Conjuration (Druid, Ranger)

Casting Time: Action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

Grasping plants sprout from the ground in a 20-foot square within range. For the duration, these plants turn the ground in the area into Difficult Terrain. They disappear when the spell ends.

Each creature (other than you) in the area when you cast the spell must succeed on a Strength saving throw or have the Restrained condition until the spell ends. A Restrained creature can take an action to make a Strength (Athletics) check against your spell save DC. On a success, it frees itself from the grasping plants and is no longer Restrained by them.



A dragonborn Druid uses *Entangle* to stop rampaging gnolls.

ENTHRALL

Level 2 Enchantment (Bard, Warlock)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range to make a Wisdom saving throw. Any creature you or your companions are fighting automatically succeeds on this save. On a failed save, a target has a -10 penalty to Wisdom (Perception) checks and Passive Perception until the spell ends.

ETHEREALNESS

Level 7 Conjuration (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Up to 8 hours

You step into the border regions of the Ethereal Plane, where it overlaps with your current plane. You remain in the Border Ethereal for the duration. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can perceive the plane you left, which looks gray, and you can't see anything there more than 60 feet away.

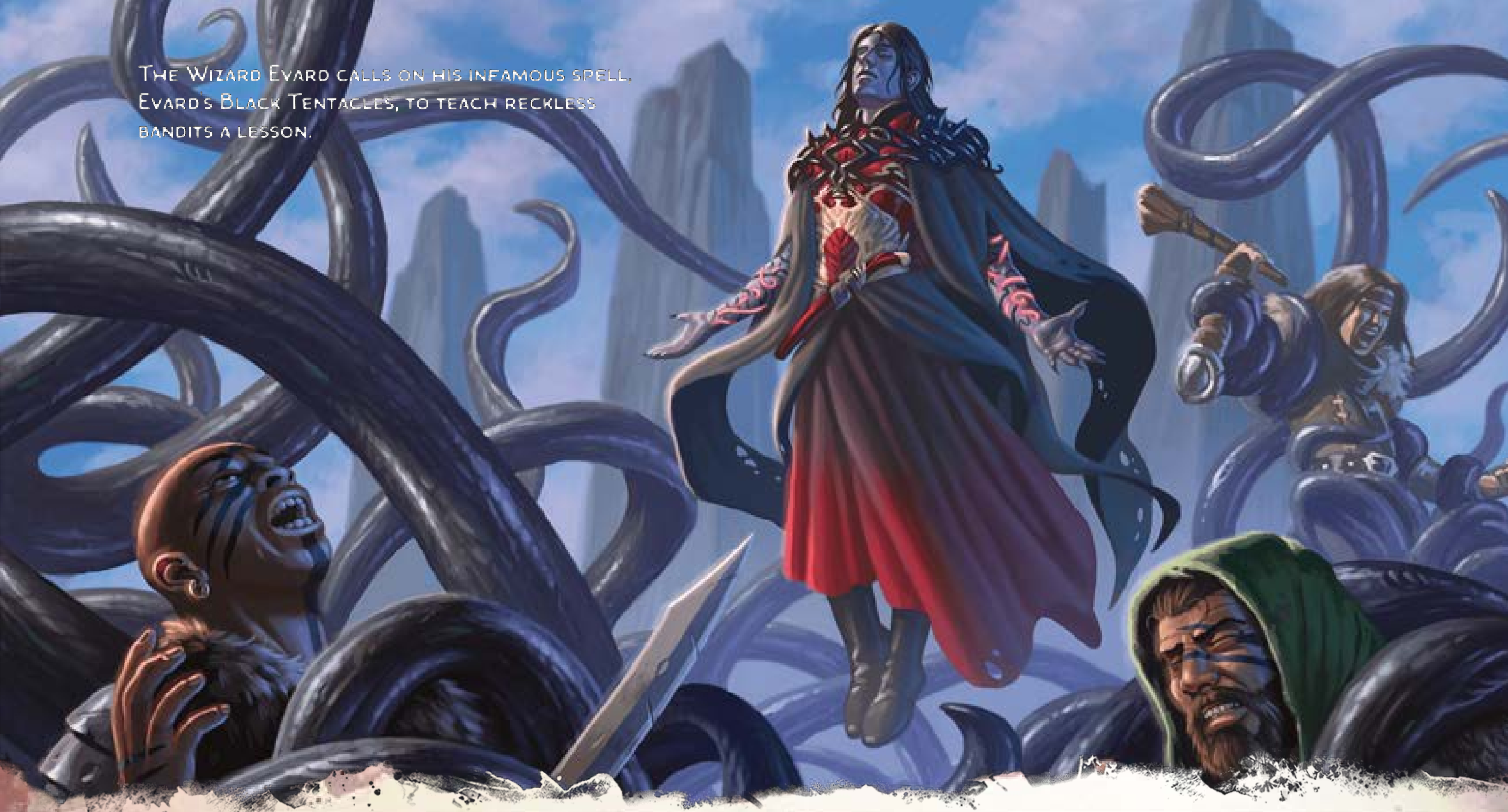
While on the Ethereal Plane, you can affect and be affected only by creatures, objects, and effects on that plane. Creatures that aren't on the Ethereal Plane can't perceive or interact with you unless a feature gives them the ability to do so.

When the spell ends, you return to the plane you left in the spot that corresponds to your space in the Border Ethereal. If you appear in an occupied space, you are shunted to the nearest unoccupied space and take Force damage equal to twice the number of feet you are moved.

This spell ends instantly if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

Using a Higher-Level Spell Slot. You can target up to three willing creatures (including yourself) for each spell slot level above 7. The creatures must be within 10 feet of you when you cast the spell.

BRIAN VALEZA



The Wizard Evard calls on his infamous spell, Evard's Black Tentacles, to teach reckless bandits a lesson.

Evard's Black Tentacles

Level 4 Conjuration (Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a tentacle)
Duration: Concentration, up to 1 minute

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in that area into Difficult Terrain.

Each creature in that area makes a Strength saving throw. On a failed save, it takes 3d6 Bludgeoning damage, and it has the Restrained condition until the spell ends. A creature also makes that save if it enters the area or ends it turn there. A creature makes that save only once per turn.

A Restrained creature can take an action to make a Strength (Athletics) check against your spell save DC, ending the condition on itself on a success.

Expeditious Retreat

Level 1 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You take the Dash action, and until the spell ends, you can take that action again as a Bonus Action.

Eyebite

Level 6 Necromancy (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

For the duration, your eyes become an inky void. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration.

On each of your turns until the spell ends, you can take a Magic action to target another creature but can't target a creature again if it has succeeded on a save against this casting of the spell.

Asleep. The target has the Unconscious condition. It wakes up if it takes any damage or if another creature takes an action to shake it awake.

Panicked. The target has the Frightened condition. On each of its turns, the Frightened target must take the Dash action and move away from you by the safest and shortest route available. If the target moves to a space at least 60 feet away from you where it can't see you, this effect ends.

Sickened. The target has the Poisoned condition.

FABRICATE

Level 4 Transmutation (Wizard)

Casting Time: 10 minutes
Range: 120 feet
Components: V, S
Duration: Instantaneous

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, or clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot Cube or eight connected 5-foot Cubes) given a sufficient quantity of material. If you're working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a 5-foot Cube). The quality of any fabricated objects is based on the quality of the raw materials.

Creatures and magic items can't be created by this spell. You also can't use it to create items that require a high degree of skill—such as weapons and armor—unless you have proficiency with the type of Artisan's Tools used to craft such objects.

FAERIE FIRE

Level 1 Evocation (Bard, Druid)

Casting Time: Action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

Objects in a 20-foot Cube within range are outlined in blue, green, or violet light (your choice). Each creature in the Cube is also outlined if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Attack rolls against an affected creature or object have Advantage if the attacker can see it.

FALSE LIFE

Level 1 Necromancy (Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a drop of alcohol)
Duration: Instantaneous

You gain 2d4 + 4 Temporary Hit Points.

Using a Higher-Level Spell Slot. You gain 5 additional Temporary Hit Points for each spell slot level above 1.

FEAR

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a white feather)
Duration: Concentration, up to 1 minute

Each creature in a 30-foot Cone must succeed on a Wisdom saving throw or drop whatever it is holding and have the Frightened condition for the duration.

A Frightened creature takes the Dash action and moves away from you by the safest route on each of its turns unless there is nowhere to move. If the creature ends its turn in a space where it doesn't have line of sight to you, the creature makes a Wisdom saving throw. On a successful save, the spell ends on that creature.

FEATHER FALL

Level 1 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Reaction, which you take when you or a creature you can see within 60 feet of you falls
Range: 60 feet
Components: V, M (a small feather or piece of down)
Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If a creature lands before the spell ends, the creature takes no damage from the fall, and the spell ends for that creature.

FEIGN DEATH

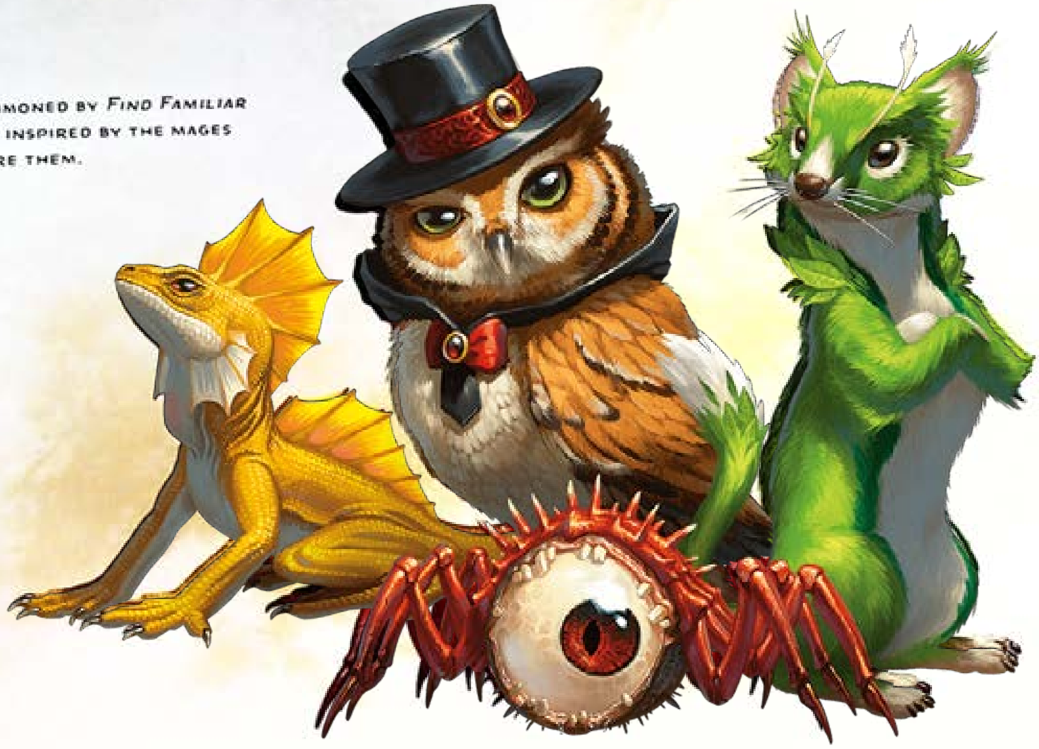
Level 3 Necromancy (Bard, Cleric, Druid, Wizard)

Casting Time: Action or Ritual
Range: Touch
Components: V, S, M (a pinch of graveyard dirt)
Duration: 1 hour

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death.

For the duration, the target appears dead to outward inspection and to spells used to determine the target's status. The target has the Blinded and Incapacitated conditions, and its Speed is 0.

The target also has Resistance to all damage except Psychic damage, and it has Immunity to the Poisoned condition.



SPIRITS SUMMONED BY *FIND FAMILIAR* TAKE FORMS INSPIRED BY THE MAGES WHO CONJURE THEM.

FIND FAMILIAR

Level 1 Conjuration (Wizard)

Casting Time: 1 hour or Ritual
Range: 10 feet
Components: V, S, M (burning incense worth 10+ GP, which the spell consumes)
Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: **Bat, Cat, Frog, Hawk, Lizard, Octopus, Owl, Rat, Raven, Spider, Weasel,** or another Beast that has a Challenge Rating of 0. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form (see appendix B), though it is a Celestial, Fey, or Fiend (your choice) instead of a Beast. Your familiar acts independently of you, but it obeys your commands.

Telepathic Connection. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as a Bonus Action, you can see through the familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has.

Finally, when you cast a spell with a range of touch, your familiar can deliver the touch. Your familiar must be within 100 feet of you, and it must take a Reaction to deliver the touch when you cast the spell.

Combat. The familiar is an ally to you and your allies. It rolls its own Initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

Disappearance of the Familiar. When the familiar drops to 0 Hit Points, it disappears. It reappears after you cast this spell again. As a Magic action, you can temporarily dismiss the familiar to a pocket dimension. Alternatively, you can dismiss it forever. As a Magic action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you. Whenever the familiar drops to 0 Hit Points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying.

One Familiar Only. You can't have more than one familiar at a time. If you cast this spell while you have a familiar, you instead cause it to adopt a new eligible form.

FIND STEED

Level 2 Conjuration (Paladin)

Casting Time: Action
Range: 30 feet
Component: V, S
Duration: Instantaneous

You summon an otherworldly being that appears as a loyal steed in an unoccupied space of your choice within range. This creature uses the **Otherworldly Steed** stat block. If you already have a steed from this spell, the steed is replaced by the new one.

The steed resembles a Large, rideable animal of your choice, such as a horse, a camel, a dire wolf, or an elk. Whenever you cast the spell, choose the steed's creature type—Celestial, Fey, or Fiend—which determines certain traits in the stat block.

OTHERWORLDLY STEED

Large Celestial, Fey, or Fiend (Your Choice), Neutral

AC 10 + 1 per spell level
HP 5 + 10 per spell level (the steed has a number of Hit Dice [d10s] equal to the spell's level)
Speed 60 ft., Fly 60 ft. (requires level 4+ spell)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	12	+1	+1	**CON**	14	+2	+2
INT	6	−2	−2	**WIS**	12	+1	+1	**CHA**	8	−1	−1

Senses Passive Perception 11
Languages Telepathy 1 mile (works only with you)
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Life Bond. When you regain Hit Points from a level 1+ spell, the steed regains the same number of Hit Points if you're within 5 feet of it.

ACTIONS

Otherworldly Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 plus the spell's level of Radiant (Celestial), Psychic (Fey), or Necrotic (Fiend) damage.

BONUS ACTIONS

Fell Glare (Fiend Only; Recharges after a Long Rest). *Wisdom Saving Throw:* DC equals your spell save DC, one creature within 60 feet the steed can see. *Failure:* The target has the Frightened condition until the end of your next turn.

Fey Step (Fey Only; Recharges after a Long Rest). The steed teleports, along with its rider, to an unoccupied space of your choice up to 60 feet away from itself.

Healing Touch (Celestial Only; Recharges after a Long Rest). One creature within 5 feet of the steed regains a number of Hit Points equal to 2d8 plus the spell's level.

Combat. The steed is an ally to you and your allies. In combat, it shares your Initiative count, and it functions as a controlled mount while you ride it (as defined in the rules on mounted combat). If you have the Incapacitated condition, the steed takes its turn immediately after yours and acts independently, focusing on protecting you.

Disappearance of the Steed. The steed disappears if it drops to 0 Hit Points or if you die. When it disappears, it leaves behind anything it was wearing or carrying. If you cast this spell again, you decide whether you summon the steed that disappeared or a different one.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

FIND THE PATH

Level 6 Divination (Bard, Cleric, Druid)

Casting Time: 1 minute
Range: Self
Components: V, S, M (a set of divination tools—such as cards or runes—worth 100+ GP)
Duration: Concentration, up to 1 day

You magically sense the most direct physical route to a location you name. You must be familiar with the location, and the spell fails if you name a destination on another plane of existence, a moving destination (such as a mobile fortress), or an unspecific destination (such as "a green dragon's lair").

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. Whenever you face a choice of paths along the way there, you know which path is the most direct.

FIND TRAPS

Level 2 Divination (Cleric, Druid, Ranger)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You sense any trap within range that is within line of sight. A trap, for the purpose of this spell, includes any object or mechanism that was created to cause damage or other danger. Thus, the spell would sense the *Alarm* or *Glyph of Warding* spell or a mechanical pit trap, but it wouldn't reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell reveals that a trap is present but not its location. You do learn the general nature of the danger posed by a trap you sense.

FINGER OF DEATH

Level 7 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You unleash negative energy toward a creature you can see within range. The target makes a Constitution saving throw, taking 7d8 + 30 Necrotic damage on a failed save or half as much damage on a successful one.

A Humanoid killed by this spell rises at the start of your next turn as a **Zombie** (see appendix B) that follows your verbal orders.

An elf Wizard demonstrates the problem-solving potential of the spell *Fireball*.

Fireball

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: 150 feet
Components: V, S, M (a ball of bat guano and sulfur)
Duration: Instantaneous

A bright streak flashes from you to a point you choose within range and then blossoms with a low roar into a fiery explosion. Each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw, taking 8d6 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the area that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

Fire Bolt

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

Fire Shield

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a bit of phosphorus or a firefly)
Duration: 10 minutes

Wispy flames wreathe your body for the duration, shedding Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you Resistance to Cold damage, and the chill shield grants you Resistance to Fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack roll, the shield erupts with flame. The attacker takes 2d8 Fire damage from a warm shield or 2d8 Cold damage from a chill shield.

FIRE STORM

Level 7 Evocation (Cleric, Druid, Sorcerer)

Casting Time: Action
Range: 150 feet
Components: V, S
Duration: Instantaneous

A storm of fire appears within range. The area of the storm consists of up to ten 10-foot Cubes, which you arrange as you like. Each Cube must be contiguous with at least one other Cube. Each creature in the area makes a Dexterity saving throw, taking 7d10 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the area that aren't being worn or carried start burning.

FLAME BLADE

Level 2 Evocation (Druid, Sorcerer)

Casting Time: Bonus Action
Range: Self
Components: V, S, M (a sumac leaf)
Duration: Concentration, up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke it again as a Bonus Action.

As a Magic action, you can make a melee spell attack with the fiery blade. On a hit, the target takes Fire damage equal to 3d6 plus your spellcasting ability modifier.

The flaming blade sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

FLAME STRIKE

Level 5 Evocation (Cleric)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a pinch of sulfur)
Duration: Instantaneous

A vertical column of brilliant fire roars down from above. Each creature in a 10-foot-radius, 40-foot-high Cylinder centered on a point within range makes a Dexterity saving throw, taking 5d6 Fire damage and 5d6 Radiant damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The Fire damage and the Radiant damage increase by 1d6 for each spell slot level above 5.

FLAMING SPHERE

Level 2 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a ball of wax)
Duration: Concentration, up to 1 minute

You create a 5-foot-diameter sphere of fire in an unoccupied space on the ground within range. It lasts for the duration. Any creature that ends its turn within 5 feet of the sphere makes a Dexterity saving throw, taking 2d6 Fire damage on a failed save or half as much damage on a successful one.

As a Bonus Action, you can move the sphere up to 30 feet, rolling it along the ground. If you move the sphere into a creature's space, that creature makes the save against the sphere, and the sphere stops moving for the turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. Flammable objects that aren't being worn or carried start burning if touched by the sphere, and it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

FLESH TO STONE

Level 6 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a cockatrice feather)
Duration: Concentration, up to 1 minute

You attempt to turn one creature that you can see within range into stone. The target makes a Constitution saving throw. On a failed save, it has the Restrained condition for the duration. On a successful save, its Speed is 0 until the start of your next turn. Constructs automatically succeed on the save.

A Restrained target makes another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and has the Petrified condition for the duration. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind.

If you maintain your Concentration on this spell for the entire possible duration, the target is Petrified until the condition is ended by *Greater Restoration* or similar magic.

FLY

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a feather)
Duration: Concentration, up to 10 minutes

You touch a willing creature. For the duration, the target gains a Fly Speed of 60 feet and can hover. When the spell ends, the target falls if it is still aloft unless it can stop the fall.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

FOG CLOUD

Level 1 Conjuration (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 hour

You create a 20-foot-radius Sphere of fog centered on a point within range. The Sphere is Heavily Obscured. It lasts for the duration or until a strong wind (such as one created by *Gust of Wind*) disperses it.

Using a Higher-Level Spell Slot. The fog's radius increases by 20 feet for each spell slot level above 1.

FORBIDDANCE

Level 6 Abjuration (Cleric)

Casting Time: 10 minutes or Ritual
Range: Touch
Components: V, S, M (ruby dust worth 1,000+ GP)
Duration: 1 day

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the *Gate* spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, the Ethereal Plane, the Feywild, the Shadowfell, or the *Plane Shift* spell.

In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: Aberrations, Celestials, Elementals, Fey, Fiends, and Undead. When a creature of a chosen type enters the spell's area for the first time on a turn or ends its turn there, the creature takes 5d10 Radiant or Necrotic damage (your choice when you cast this spell).

You can designate a password when you cast the spell. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another *Forbiddance* spell. If you cast *Forbiddance* every day for 30 days in the same location, the spell lasts until it is dispelled, and the Material components are consumed on the last casting.

FORCECAGE

Level 7 Evocation (Bard, Warlock, Wizard)

Casting Time: Action
Range: 100 feet
Components: V, S, M (ruby dust worth 1,500+ GP, which the spell consumes)
Duration: Concentration, up to 1 hour

An immobile, Invisible, Cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside it, are pushed away from the center of the area until they are completely outside it.

A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave, it must first make a Charisma saving throw. On a successful save, the creature can use that magic to exit the cage. On a failed save, the creature doesn't exit the cage and wastes the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

This spell can't be dispelled by *Dispel Magic*.

FORESIGHT

Level 9 Divination (Bard, Druid, Warlock, Wizard)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a hummingbird feather)
Duration: 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target has Advantage on D20 Tests, and other creatures have Disadvantage on attack rolls against it. The spell ends early if you cast it again.

FOUNT OF MOONLIGHT

Level 4 Evocation (Bard, Druid)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

A cool light wreathes your body for the duration, emitting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Until the spell ends, you have Resistance to Radiant damage, and your melee attacks deal an extra 2d6 Radiant damage on a hit.

In addition, immediately after you take damage from a creature you can see within 60 feet of yourself, you can take a Reaction to force the creature to make a Constitution saving throw. On a failed save, the creature has the Blinded condition until the end of your next turn.

FREEDOM OF MOVEMENT

Level 4 Abjuration (Bard, Cleric, Druid, Ranger)

Casting Time: Action
Range: Touch
Components: V, S, M (a leather strap)
Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by Difficult Terrain, and spells and other magical effects can neither reduce the target's Speed nor cause the target to have the Paralyzed or Restrained conditions. The target also has a Swim Speed equal to its Speed.

In addition, the target can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature imposing the Grappled condition on it.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

FRIENDS

Enchantment Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 10 feet
Components: S, M (some makeup)
Duration: Concentration, up to 1 minute

You magically emanate a sense of friendship toward one creature you can see within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target succeeds automatically if it isn't a Humanoid, if you're fighting it, or if you have cast this spell on it within the past 24 hours.

The spell ends early if the target takes damage or if you make an attack roll, deal damage, or force anyone to make a saving throw. When the spell ends, the target knows it was Charmed by you.

GASEOUS FORM

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a bit of gauze)
Duration: Concentration, up to 1 hour

A willing creature you touch shape-shifts, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends on the target if it drops to 0 Hit Points or if it takes a Magic action to end the spell on itself.

While in this form, the target's only method of movement is a Fly Speed of 10 feet, and it can hover. The target can enter and occupy the space of another creature. The target has Resistance to Bludgeoning, Piercing, and Slashing damage; it has Immunity to the Prone condition; and it has Advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through narrow openings, but it treats liquids as though they were solid surfaces.

The target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. Finally, the target can't attack or cast spells.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

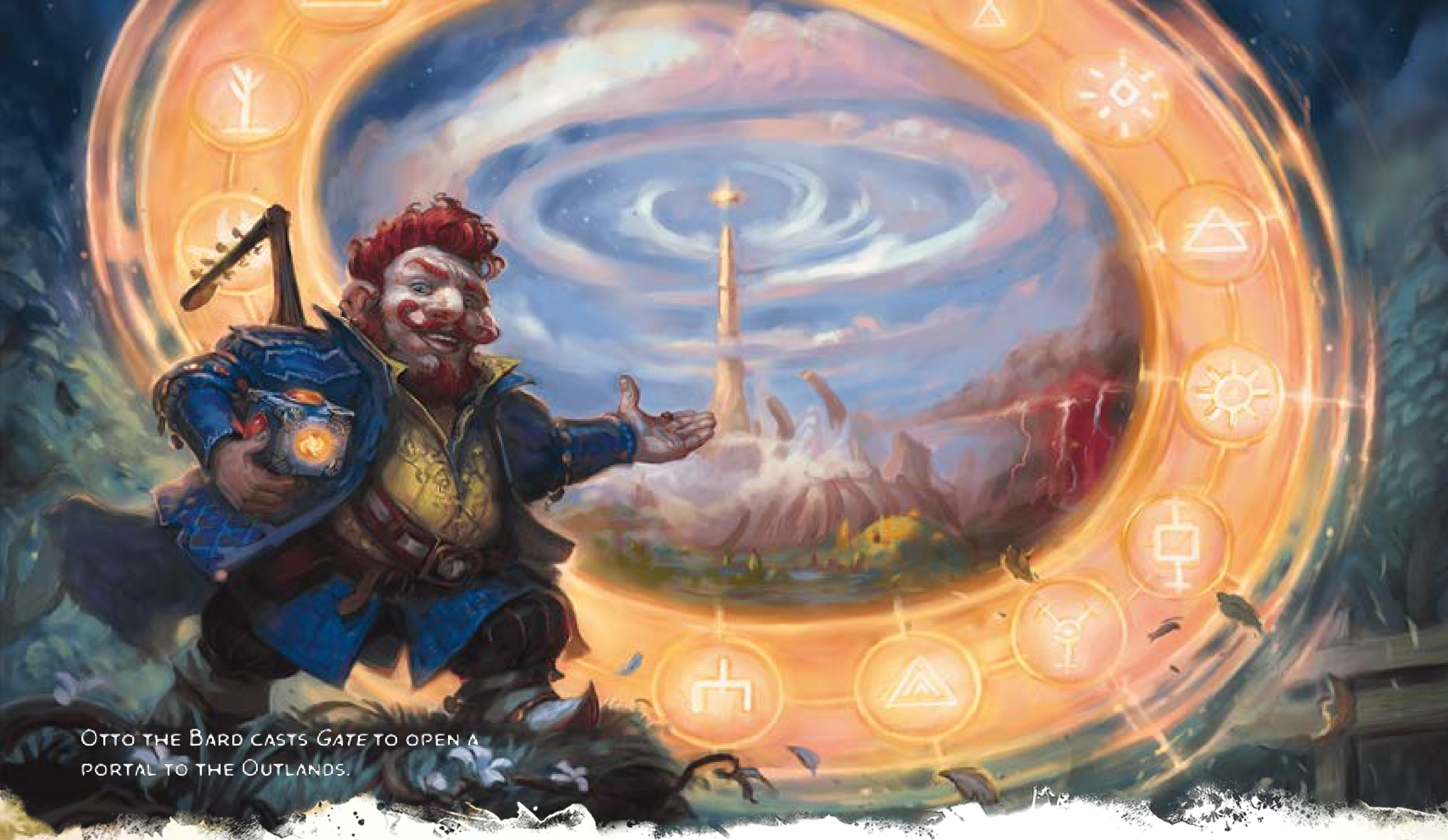
GATE

Level 9 Conjuration (Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a diamond worth 5,000+ GP)
Duration: Concentration, up to 1 minute

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration, and the portal's destination is visible through it.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.



Otto the Bard casts *Gate* to open a portal to the Outlands.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens next to the named creature and transports it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the DM deems appropriate. It might leave, attack you, or help you.

GEAS

Level 5 Enchantment (Bard, Cleric, Druid, Paladin, Wizard)

Casting Time: 1 minute
Range: 60 feet
Components: V
Duration: 30 days

You give a verbal command to a creature that you can see within range, ordering it to carry out some service or refrain from an action or a course of activity as you decide. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target automatically succeeds if it can't understand your command.

While Charmed, the creature takes 5d10 Psychic damage if it acts in a manner directly counter to your command. It takes this damage no more than once each day.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

A *Remove Curse*, *Greater Restoration*, or *Wish* spell ends this spell.

Using a Higher-Level Spell Slot. If you use a level 7 or 8 spell slot, the duration is 365 days. If you use a level 9 spell slot, the spell lasts until it is ended by one of the spells mentioned above.

GENTLE REPOSE

Level 2 Necromancy (Cleric, Paladin, Wizard)

Casting Time: Action or Ritual
Range: Touch
Components: V, S, M (2 Copper Pieces, which the spell consumes)
Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become Undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *Raise Dead*.

GIANT INSECT

Level 4 Conjuration (Druid)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You summon a giant centipede, spider, or wasp (chosen when you cast the spell). It manifests in an unoccupied space you can see within range and uses the **Giant Insect** stat block. The form you choose determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

GIANT INSECT

Large Beast, Unaligned

AC 11 + the spell's level
HP 30 + 10 for each spell level
Speed 40 ft., Climb 40 ft., Fly 40 ft. (Wasp only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	13	+1	+1	**CON**	15	+2	+2
INT	4	−3	−3	**WIS**	14	+2	+2	**CHA**	3	−4	−4

Senses Darkvision 60 ft., Passive Perception 12
Languages Understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Spider Climb. The insect can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The insect makes a number of attacks equal to half this spell's level (round down).

Poison Jab. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 10 ft. *Hit:* 1d6 + 3 plus the spell's level Piercing damage plus 1d4 Poison damage.

Web Bolt (Spider Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 60 ft. *Hit:* 1d10 + 3 plus the spell's level Bludgeoning damage, and the target's Speed is reduced to 0 until the start of the insect's next turn.

BONUS ACTIONS

Venomous Spew (Centipede Only). *Constitution Saving Throw:* Your spell save DC, one creature the insect can see within 10 feet. *Failure:* The target has the Poisoned condition until the start of the insect's next turn.

GLIBNESS

Level 8 Enchantment (Bard, Warlock)

Casting Time: Action
Range: Self
Components: V
Duration: 1 hour

Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

GLOBE OF INVULNERABILITY

Level 6 Abjuration (Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a glass bead)
Duration: Concentration, up to 1 minute

An immobile, shimmering barrier appears in a 10-foot Emanation around you and remains for the duration.

Any spell of level 5 or lower cast from outside the barrier can't affect anything within it. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from areas of effect created by such spells.

Using a Higher-Level Spell Slot. The barrier blocks spells of 1 level higher for each spell slot level above 6.

GLYPH OF WARDING

Level 3 Abjuration (Bard, Cleric, Wizard)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (powdered diamond worth 200+ GP, which the spell consumes)
Duration: Until dispelled or triggered

You inscribe a glyph that later unleashes a magical effect. You inscribe it either on a surface (such as a table or a section of floor) or within an object that can be closed (such as a book or chest) to conceal the glyph. The glyph can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly imperceptible and requires a successful Wisdom (Perception) check against your spell save DC to notice.

When you inscribe the glyph, you set its trigger and choose whether it's an explosive rune or a spell glyph, as explained below.

Set the Trigger. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, common triggers include touching or stepping on the glyph, removing another object covering it, or approaching within a certain distance of it. For glyphs inscribed within an object, common triggers include opening that object or seeing the glyph. Once a glyph is triggered, this spell ends.

You can refine the trigger so that only creatures of certain types activate it (for example, the glyph could be set to affect Aberrations). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

Explosive Rune. When triggered, the glyph erupts with magical energy in a 20-foot-radius Sphere centered on the glyph. Each creature in the area makes a Dexterity saving throw. A creature takes 5d8 Acid, Cold, Fire, Lightning, or Thunder damage (your choice when you create the glyph) on a failed save or half as much damage on a successful one.

Spell Glyph. You can store a prepared spell of level 3 or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way.

When the glyph is triggered, the stored spell takes effect. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons Hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires Concentration, it lasts until the end of its full duration.

Using a Higher-Level Spell Slot. The damage of an explosive rune increases by 1d8 for each spell slot level above 3. If you create a spell glyph, you can store any spell of up to the same level as the spell slot you use for the *Glyph of Warding.*

Goodberry

Level 1 Conjuration (Druid, Ranger)

Casting Time: Action
Range: Self
Components: V, S, M (a sprig of mistletoe)
Duration: 24 hours

Ten berries appear in your hand and are infused with magic for the duration. A creature can take a Bonus Action to eat one berry. Eating a berry restores 1 Hit Point, and the berry provides enough nourishment to sustain a creature for one day.

Uneaten berries disappear when the spell ends.

Grasping Vine

Level 4 Conjuration (Druid, Ranger)

Casting Time: Bonus Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a vine that sprouts from a surface in an unoccupied space that you can see within range. The vine lasts for the duration.

Make a melee spell attack against a creature within 30 feet of the vine. On a hit, the target takes 4d8 Bludgeoning damage and is pulled up to 30 feet toward the vine; if the target is Huge or smaller, it has the Grappled condition (escape DC equal to your spell save DC). The vine can grapple only one creature at a time, and you can cause the vine to release a Grappled creature (no action required).

As a Bonus Action on your later turns, you can repeat the attack against a creature within 30 feet of the vine.

Using a Higher-Level Spell Slot. The number of creatures the vine can grapple increases by one for each spell slot level above 4.

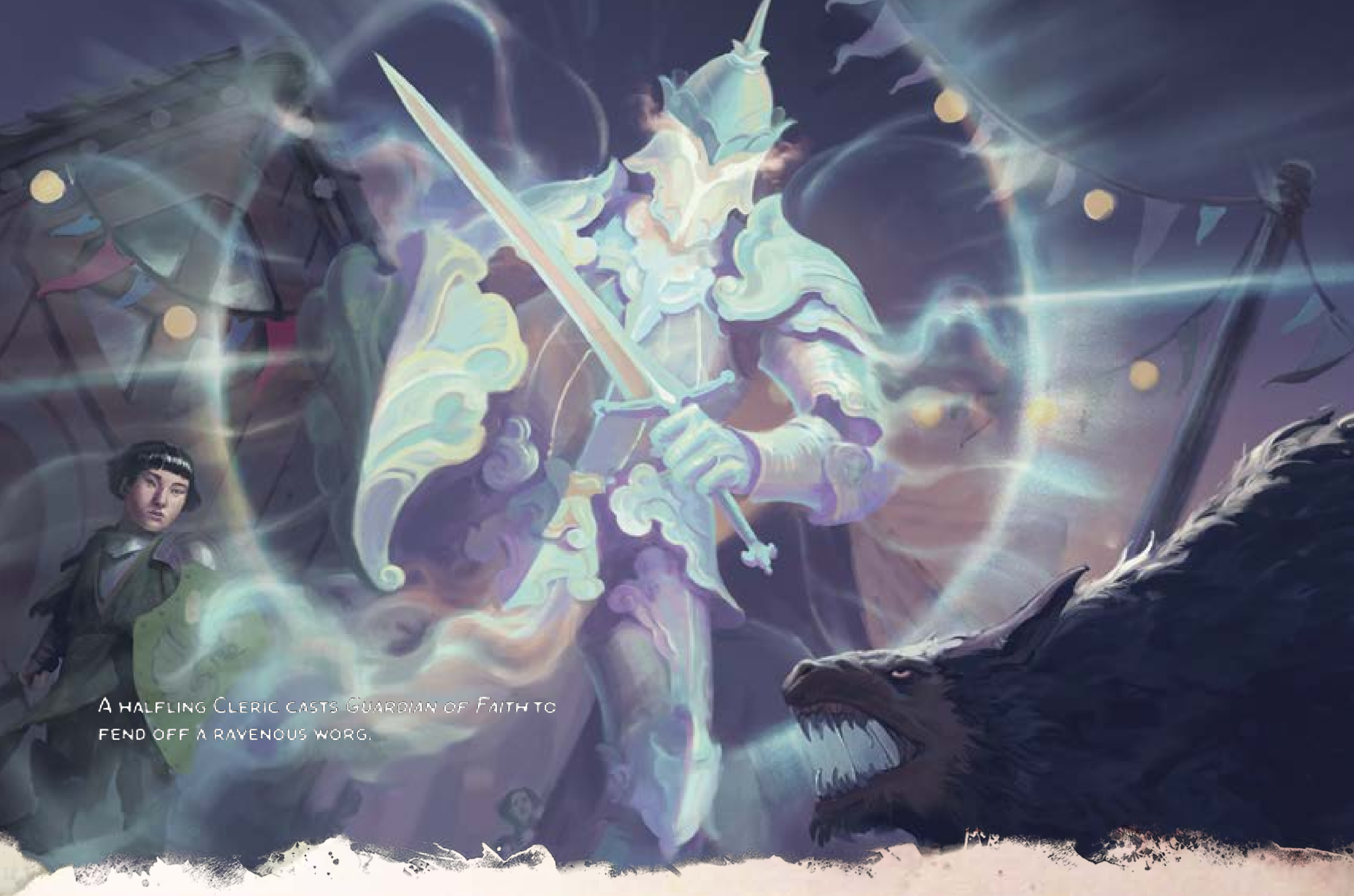
Grease

Level 1 Conjuration (Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a bit of pork rind or butter)
Duration: 1 minute

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.



A halfling Cleric casts *Guardian of Faith* to fend off a ravenous worg.

GREATER INVISIBILITY

Level 4 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

A creature you touch has the Invisible condition until the spell ends.

GREATER RESTORATION

Level 5 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action
Range: Touch
Components: V, S, M (diamond dust worth 100+ GP, which the spell consumes)
Duration: Instantaneous

You touch a creature and magically remove one of the following effects from it:

- 1 Exhaustion level
- The Charmed or Petrified condition
- A curse, including the target's Attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- Any reduction to the target's Hit Point maximum

GUARDIAN OF FAITH

Level 4 Conjuration (Cleric)

Casting Time: Action
Range: 30 feet
Components: V
Duration: 8 hours

A Large spectral guardian appears and hovers for the duration in an unoccupied space that you can see within range. The guardian occupies that space and is invulnerable, and it appears in a form appropriate for your deity or pantheon.

Any enemy that moves to a space within 10 feet of the guardian for the first time on a turn or starts its turn there makes a Dexterity saving throw, taking 20 Radiant damage on a failed save or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

Guards and Wards

Level 6 Abjuration (Bard, Wizard)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a silver rod worth 10+ GP)
Duration: 24 hours

You create a ward that protects up to 2,500 square feet of floor space. The warded area can be up to 20 feet tall, and you shape it as one 50-foot square, one hundred 5-foot squares that are contiguous, or twenty-five 10-foot squares that are contiguous.

When you cast this spell, you can specify individuals that are unaffected by the spell's effects. You can also specify a password that, when spoken aloud within 5 feet of the warded area, makes the speaker immune to its effects.

The spell creates the effects below within the warded area. *Dispel Magic* has no effect on *Guards and Wards* itself, but each of the following effects can be dispelled. If all four are dispelled, *Guards and Wards* ends. If you cast the spell every day for 365 days on the same area, the spell thereafter lasts until all its effects are dispelled.

Corridors. Fog fills all the warded corridors, making them Heavily Obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you believes it is going in the opposite direction from the one it chooses.

Doors. All doors in the warded area are magically locked, as if sealed by the *Arcane Lock* spell. In addition, you can cover up to ten doors with an illusion to make them appear as plain sections of wall.

Stairs. Webs fill all stairs in the warded area from top to bottom, as in the *Web* spell. These strands regrow in 10 minutes if they are destroyed while *Guards and Wards* lasts.

Other Spell Effect. Place one of the following magical effects within the warded area:

- *Dancing Lights* in four corridors, with a simple program that the lights repeat as long as *Guards and Wards* lasts
- *Magic Mouth* in two locations
- *Stinking Cloud* in two locations (the vapors return within 10 minutes if dispersed while *Guards and Wards* lasts)
- *Gust of Wind* in one corridor or room (the wind blows continuously while the spell lasts)
- *Suggestion* in one 5-foot square; any creature that enters that square receives the suggestion mentally

Guidance

Divination Cantrip (Cleric, Druid)

Casting Time: Action
Range: Touch
Component: V, S
Duration: Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

Guiding Bolt

Level 1 Evocation (Cleric)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: 1 round

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has Advantage.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

Gust of Wind

Level 2 Evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a legume seed)
Duration: Concentration, up to 1 minute

A Line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the duration. Each creature in the Line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the Line. A creature that ends its turn in the Line must make the same save.

Any creature in the Line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a Bonus Action on your later turns, you can change the direction in which the Line blasts from you.

HAIL OF THORNS

Level 1 Conjuration (Ranger)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Ranged weapon
Range: Self
Components: V
Duration: Instantaneous

As you hit the creature, this spell creates a rain of thorns that sprouts from your Ranged weapon or ammunition. The target of the attack and each creature within 5 feet of it make a Dexterity saving throw, taking 1d10 Piercing damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 1.

HALLOW

Level 5 Abjuration (Cleric)

Casting Time: 24 hours
Range: Touch
Components: V, S, M (incense worth 1,000+ GP, which the spell consumes)
Duration: Until dispelled

You touch a point and infuse an area around it with holy or unholy power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect of *Hallow.* The affected area has the following effects.

Hallowed Ward. Choose any of these creature types: Aberration, Celestial, Elemental, Fey, Fiend, or Undead. Creatures of the chosen types can't willingly enter the area, and any creature that is possessed by or that has the Charmed or Frightened condition from such creatures isn't possessed, Charmed, or Frightened by them while in the area.

Extra Effect. You bind an extra effect to the area from the list below:

Courage. Creatures of any types you choose can't gain the Frightened condition while in the area.
Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a level lower than this spell, can't illuminate the area.
Daylight. Bright light fills the area. Magical Darkness created by spells of a level lower than this spell can't extinguish the light.
Peaceful Rest. Dead bodies interred in the area can't be turned into Undead.
Extradimensional Interference. Creatures of any types you choose can't enter or exit the area using teleportation or interplanar travel.
Fear. Creatures of any types you choose have the Frightened condition while in the area.
Resistance. Creatures of any types you choose have Resistance to one damage type of your choice while in the area.
Silence. No sound can emanate from within the area, and no sound can reach into it.
Tongues. Creatures of any types you choose can communicate with any other creature in the area even if they don't share a common language.
Vulnerability. Creatures of any types you choose have Vulnerability to one damage type of your choice while in the area.

HALLUCINATORY TERRAIN

Level 4 Illusion (Bard, Druid, Warlock, Wizard)

Casting Time: 10 minutes
Range: 300 feet
Components: V, S, M (a mushroom)
Duration: 24 hours

You make natural terrain in a 150-foot Cube in range look, sound, and smell like another sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to notice the illusion. If the difference isn't obvious by touch, a creature examining the illusion can take the Study action to make an Intelligence (Investigation) check against your spell save DC to disbelieve it. If a creature discerns that the terrain is illusory, the creature sees a vague image superimposed on the real terrain.

HARM

Level 6 Necromancy (Cleric)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You unleash virulent magic on a creature you can see within range. The target makes a Constitution saving throw. On a failed save, it takes 14d6 Necrotic damage, and its Hit Point maximum is reduced by an amount equal to the Necrotic damage it took. On a successful save, it takes half as much damage only. This spell can't reduce a target's Hit Point maximum below 1.

HASTE

Level 3 Transmutation (Sorcerer, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a shaving of licorice root)
Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's Speed is doubled, it gains a +2 bonus to Armor Class, it has Advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used to take only the Attack (one attack only), Dash, Disengage, Hide, or Utilize action.

When the spell ends, the target is Incapacitated and has a Speed of 0 until the end of its next turn, as a wave of lethargy washes over it.

HEAL

Level 6 Abjuration (Cleric, Druid)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Choose a creature that you can see within range. Positive energy washes through the target, restoring 70 Hit Points. This spell also ends the Blinded, Deafened, and Poisoned conditions on the target.

Using a Higher-Level Spell Slot. The healing increases by 10 for each spell slot level above 6.

HEALING WORD

Level 1 Abjuration (Bard, Cleric, Druid)

Casting Time: Bonus Action
Range: 60 feet
Components: V
Duration: Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 2d4 for each spell slot level above 1.

HEAT METAL

Level 2 Transmutation (Bard, Druid)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a piece of iron and a flame)
Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of Heavy or Medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 Fire damage when you cast the spell. Until the spell ends, you can take a Bonus Action on each of your later turns to deal this damage again if the object is within range.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has Disadvantage on attack rolls and ability checks until the start of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

HELLISH REBUKE

Level 1 Evocation (Warlock)

Casting Time: Reaction, which you take in response to taking damage from a creature that you can see within 60 feet of yourself
Range: 60 feet
Components: V, S
Duration: Instantaneous

The creature that damaged you is momentarily surrounded by green flames. It makes a Dexterity saving throw, taking 2d10 Fire damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 1.

HEROES' FEAST

Level 6 Conjuration (Bard, Cleric, Druid)

Casting Time: 10 minutes
Range: Self
Components: V, S, M (a gem-encrusted bowl worth 1,000+ GP, which the spell consumes)
Duration: Instantaneous

You conjure a feast that appears on a surface in an unoccupied 10-foot Cube next to you. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast.

A creature that partakes gains several benefits, which last for 24 hours. The creature has Resistance to Poison damage, and it has Immunity to the Frightened and Poisoned conditions. Its Hit Point maximum also increases by 2d10, and it gains the same number of Hit Points.

The spell *Heroes' Feast* prepares adventurerers for greatness.

RALUCA MARINESCU

Heroism

Level 1 Enchantment (Bard, Paladin)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to the Frightened condition and gains Temporary Hit Points equal to your spellcasting ability modifier at the start of each of its turns.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Hex

Level 1 Enchantment (Warlock)

Casting Time: Bonus Action
Range: 90 feet
Components: V, S, M (the petrified eye of a newt)
Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 Necrotic damage to the target whenever you hit it with an attack roll. Also, choose one ability when you cast the spell. The target has Disadvantage on ability checks made with the chosen ability.

If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action on a later turn to curse a new creature.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 2 (up to 4 hours), 3–4 (up to 8 hours), or 5+ (24 hours).

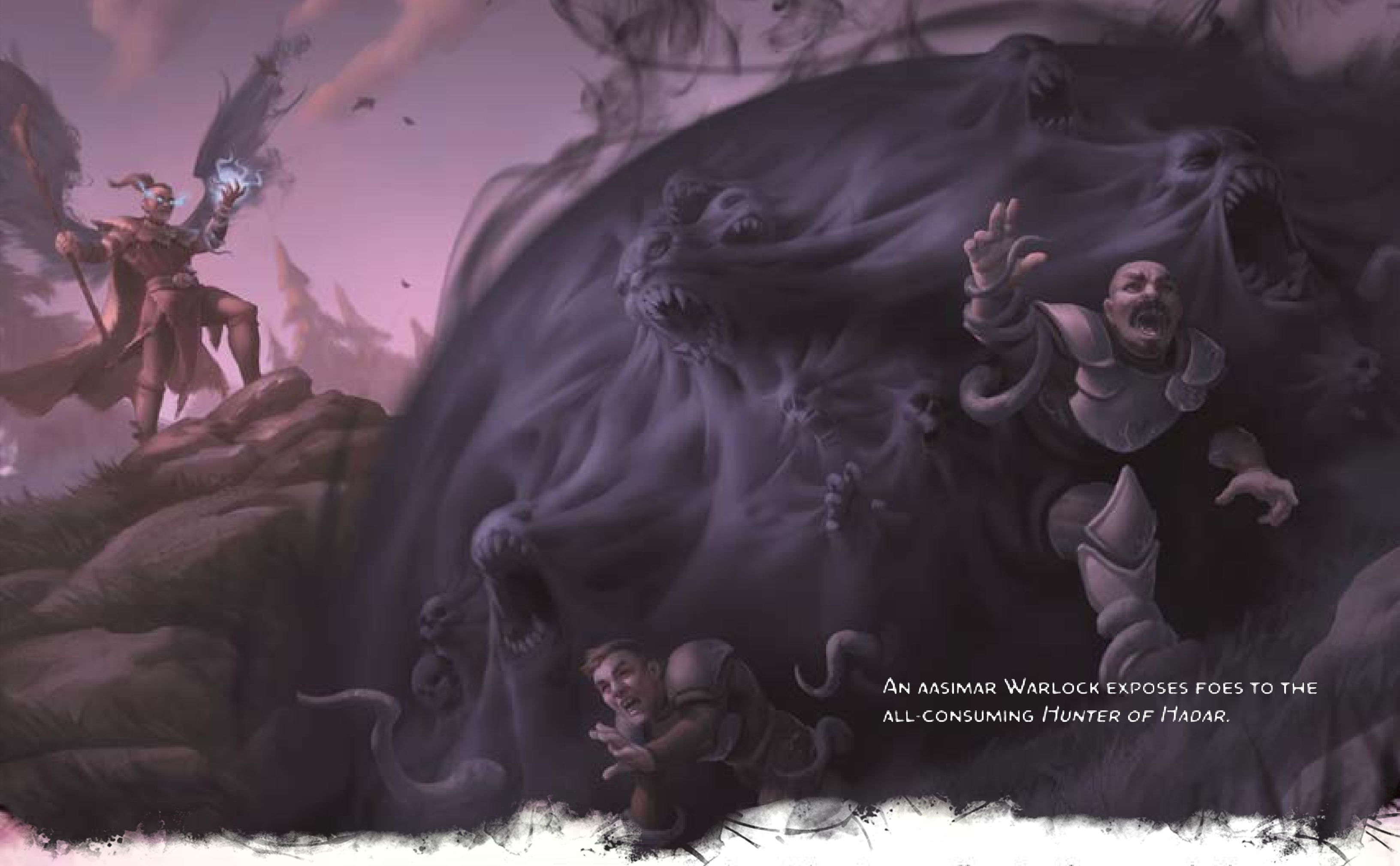
Hold Monster

Level 5 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a straight piece of iron)
Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 5.



An aasimar Warlock exposes foes to the all-consuming *Hunter of Hadar.*

JOSEPH WESTON

Hold Person

Level 2 Enchantment (Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a straight piece of iron)
Duration: Concentration, up to 1 minute

Choose a Humanoid that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional Humanoid for each spell slot level above 2.

Holy Aura

Level 8 Abjuration (Cleric)

Casting Time: Action
Range: Self
Components: V, S, M (a reliquary worth 1,000+ GP)
Duration: Concentration, up to 1 minute

For the duration, you emit an aura in a 30-foot Emanation. While in the aura, creatures of your choice have Advantage on all saving throws, and other creatures have Disadvantage on attack rolls against them. In addition, when a Fiend or an Undead hits an affected creature with a melee attack roll, the attacker must succeed on a Constitution saving throw or have the Blinded condition until the end of its next turn.

Hunger of Hadar

Level 3 Conjuration (Warlock)

Casting Time: Action
Range: 150 feet
Components: V, S, M (a pickled tentacle)
Duration: Concentration, up to 1 minute

You open a gateway to the Far Realm, a region infested with unspeakable horrors. A 20-foot-radius Sphere of Darkness appears, centered on a point with range and lasting for the duration. The Sphere is Difficult Terrain, and it is filled with strange whispers and slurping noises, which can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within it have the Blinded condition.

Any creature that starts its turn in the area takes 2d6 Cold damage. Any creature that ends its turn there must succeed on a Dexterity saving throw or take 2d6 Acid damage from otherworldly tentacles.

Using a Higher-Level Spell Slot. The Cold or Acid damage (your choice) increases by 1d6 for each spell slot level above 3.

Hunter's Mark

Level 1 Divination (Ranger)

Casting Time: Bonus Action
Range: 90 feet
Components: V
Duration: Concentration, up to 1 hour

You magically mark one creature you can see within range as your quarry. Until the spell ends, you deal an extra 1d6 Force damage to the target whenever you hit it with an attack roll. You also have Advantage on any Wisdom (Perception or Survival) check you make to find it.

If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action to move the mark to a new creature you can see within range.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 3–4 (up to 8 hours) or 5+ (up to 24 hours).

Hypnotic Pattern

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 120 feet
Components: S, M (a pinch of confetti)
Duration: Concentration, up to 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a Speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Ice Knife

Level 1 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: S, M (a drop of water or a piece of ice)
Duration: Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 Cold damage.

Using a Higher-Level Spell Slot. The Cold damage increases by 1d6 for each spell slot level above 1.

Ice Knife

Ice Storm

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 300 feet
Components: V, S, M (a mitten)
Duration: Instantaneous

Hail falls in a 20-foot-radius, 40-foot-high Cylinder centered on a point within range. Each creature in the Cylinder makes a Dexterity saving throw. A creature takes 2d10 Bludgeoning damage and 4d6 Cold damage on a failed save or half as much damage on a successful one.

Hailstones turn ground in the Cylinder into Difficult Terrain until the end of your next turn.

Using a Higher-Level Spell Slot. The Bludgeoning damage increases by 1d10 for each spell slot level above 4.

Identify

Level 1 Divination (Bard, Wizard)

Casting Time: 1 minute or Ritual
Range: Touch
Components: V, S, M (a pearl worth 100+ GP)
Duration: Instantaneous

You touch an object throughout the spell's casting. If the object is a magic item or some other magical object, you learn its properties and how to use them, whether it requires Attunement, and how many charges it has, if any. You learn whether any ongoing spells are affecting the item and what they are. If the item was created by a spell, you learn that spell's name.

If you instead touch a creature throughout the casting, you learn which ongoing spells, if any, are currently affecting it.

ILLUSORY SCRIPT

Level 1 Illusion (Bard, Warlock, Wizard)

Casting Time: 1 minute or Ritual
Range: Touch
Components: S, M (ink worth 10+ GP, which the spell consumes)
Duration: 10 days

You write on parchment, paper, or another suitable material and imbue it with an illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, seems to be written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, the illusion can alter the meaning, handwriting, and language of the text, though the language must be one you know.

If the spell is dispelled, the original script and the illusion both disappear.

A creature that has Truesight can read the hidden message.

IMPRISONMENT

Level 9 Abjuration (Warlock, Wizard)

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a statuette of the target worth 5,000+ GP)
Duration: Until dispelled

You create a magical restraint to hold a creature that you can see within range. The target must make a Wisdom saving throw. On a successful save, the target is unaffected, and it is immune to this spell for the next 24 hours. On a failed save, the target is imprisoned. While imprisoned, the target doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the imprisoned target, and the target can't teleport.

Until the spell ends, the target is also affected by one of the following effects of your choice:

Burial. The target is entombed beneath the earth in a hollow globe of magical force that is just large enough to contain the target. Nothing can pass into or out of the globe.

Chaining. Chains firmly rooted in the ground hold the target in place. The target has the Restrained condition and can't be moved by any means.

Hedged Prison. The target is trapped in a demiplane that is warded against teleportation and planar travel. The demiplane is your choice of a labyrinth, a cage, a tower, or the like.

Minimus Containment. The target becomes 1 inch tall and is trapped inside an indestructible gemstone or a similar object. Light can pass through the gemstone (allowing the target to see out and other creatures to see in), but nothing else can pass through by any means.

Slumber. The target has the Unconscious condition and can't be awoken.

Ending the Spell. When you cast the spell, specify a trigger that will end it. The trigger can be as simple or as elaborate as you choose, but the DM must agree that it has a high likelihood of happening within the next decade. The trigger must be an observable action, such as someone making a particular offering at the temple of your god, saving your true love, or defeating a specific monster.

A *Dispel Magic* spell can end the spell only if it is cast with a level 9 spell slot, targeting either the prison or the component used to create it.

INCENDIARY CLOUD

Level 8 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 150 feet
Components: V, S
Duration: Concentration, up to 1 minute

A swirling cloud of embers and smoke fills a 20-foot-radius Sphere centered on a point within range. The cloud's area is Heavily Obscured. It lasts for the duration or until a strong wind (like that created by *Gust of Wind*) disperses it.

When the cloud appears, each creature in it makes a Dexterity saving throw, taking 10d8 Fire damage on a failed save or half as much damage on a successful one. A creature must also make this save when the Sphere moves into its space and when it enters the Sphere or ends its turn there. A creature makes this save only once per turn.

The cloud moves 10 feet away from you in a direction you choose at the start of each of your turns.

INFLICT WOUNDS

Level 1 Necromancy (Cleric)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch makes a Constitution saving throw, taking 2d10 Necrotic damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 1.

With her spell, *Jallarzi's Storm of Radiance*, the Warlock Jallarzi makes vrocks regret leaving the Abyss.

INSECT PLAGUE

Level 5 Conjuration (Cleric, Druid, Sorcerer)

Casting Time: Action
Range: 300 feet
Components: V, S, M (a locust)
Duration: Concentration, up to 10 minutes

Swarming locusts fill a 20-foot-radius Sphere centered on a point you choose within range. The Sphere remains for the duration, and its area is Lightly Obscured and Difficult Terrain.

When the swarm appears, each creature in it makes a Constitution saving throw, taking 4d10 Piercing damage on a failed save or half as much damage on a successful one. A creature also makes this save when it enters the spell's area for the first time on a turn or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 5.

INVISIBILITY

Level 2 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (an eyelash in gum arabic)
Duration: Concentration, up to 1 hour

A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

JALLARZI'S STORM OF RADIANCE

Level 5 Evocation (Warlock, Wizard)

Casting Time: Action
Range: 120 feet
Component: V, S, M (a pinch of phosphorus)
Duration: Concentration, up to 1 minute

You unleash a storm of flashing light and raging thunder in a 10-foot-radius, 40-foot-high Cylinder centered on a point you can see within range. While in this area, creatures have the Blinded and

JOSEPH WESTON

Deafened conditions, and they can't cast spells with a Verbal component.

When the storm appears, each creature in it makes a Constitution saving throw, taking 2d10 Radiant damage and 2d10 Thunder damage on a failed save or half as much damage on a successful one. A creature also makes this save when it enters the spell's area for the first time on a turn or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The Radiant and Thunder damage increase by 1d10 for each spell slot level above 5.

Jump

Level 1 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action
Range: Touch
Component: V, S, M (a grasshopper's hind leg)
Duration: 1 minute

You touch a willing creature. Once on each of its turns until the spell ends, that creature can jump up to 30 feet by spending 10 feet of movement.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Knock

Level 2 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V
Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If the target is held shut by *Arcane Lock*, that spell is suppressed for 10 minutes, during which time the target can be opened and closed.

When you cast the spell, a loud knock, audible up to 300 feet away, emanates from the target.

Legend Lore

Level 5 Divination (Bard, Cleric, Wizard)

Casting Time: 10 minutes
Range: Self
Components: V, S, M (incense worth 250+ GP, which the spell consumes, and four ivory strips worth 50+ GP each)
Duration: Instantaneous

Name or describe a famous person, place, or object. The spell brings to your mind a brief summary of the significant lore about that famous thing, as described by the DM.

The lore might consist of important details, amusing revelations, or even secret lore that has never been widely known. The more information you already know about the thing, the more precise and detailed the information you receive is. That information is accurate but might be couched in figurative language or poetry, as determined by the DM.

If the famous thing you chose isn't actually famous, you hear sad musical notes played on a trombone, and the spell fails.

Leomund's Secret Chest

Level 4 Conjuration (Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth 5,000+ GP, and a Tiny replica of the chest made from the same materials worth 50+ GP)
Duration: Until dispelled

You hide a chest and all its contents on the Ethereal Plane. You must touch the chest and the miniature replica that serve as Material components for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains on the Ethereal Plane, you can take a Magic action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by taking a Magic action to touch the chest and the replica.

After 60 days, there is a cumulative 5 percent chance at the end of each day that the spell ends. The spell also ends if you cast this spell again or if the Tiny replica chest is destroyed. If the spell ends and the larger chest is on the Ethereal Plane, the chest remains there for you or someone else to find.

MARTIN MOTTET

LEOMUND'S TINY HUT

Level 3 Evocation (Bard, Wizard)

Casting Time: 1 minute or Ritual
Range: Self
Components: V, S, M (a crystal bead)
Duration: 8 hours

A 10-foot Emanation springs into existence around you and remains stationary for the duration. The spell fails when you cast it if the Emanation isn't big enough to fully encapsulate all creatures in its area.

Creatures and objects within the Emanation when you cast the spell can move through it freely. All other creatures and objects are barred from passing through it. Spells of level 3 or lower can't be cast through it, and the effects of such spells can't extend into it.

The atmosphere inside the Emanation is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to have Dim Light or Darkness (no action required). The Emanation is opaque from the outside and of any color you choose, but it's transparent from the inside.

The spell ends early if you leave the Emanation or if you cast it again.

LESSER RESTORATION

Level 2 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Bonus Action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a creature and end one condition on it: Blinded, Deafened, Paralyzed, or Poisoned.

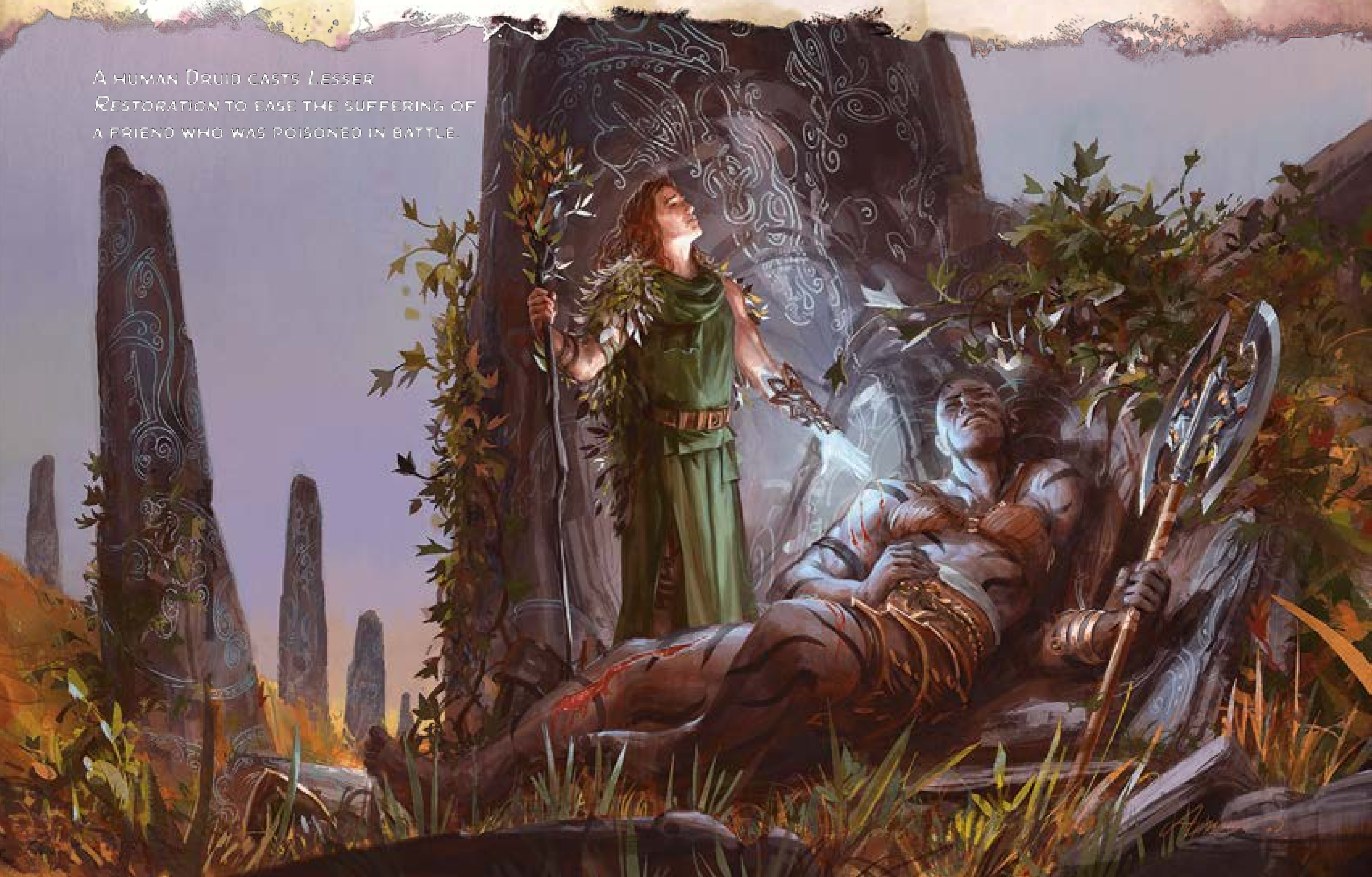
LEVITATE

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a metal spring)
Duration: Concentration, up to 10 minutes

One creature or loose object of your choice that you can see within range rises vertically up to 20 feet and remains suspended there for the duration. The spell can levitate an object that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude



A human Druid casts *Lesser Restoration* to ease the suffering of a friend who was poisoned in battle.

by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can take a Magic action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

LIGHT

Evocation Cantrip (Bard, Cleric, Sorcerer, Wizard)

Casting Time: Action
Range: Touch
Components: V, M (a firefly or phosphorescent moss)
Duration: 1 hour

You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The light can be colored as you like.

Covering the object with something opaque blocks the light. The spell ends if you cast it again.

LIGHTNING ARROW

Level 3 Transmutation (Ranger)

Casting Time: Bonus Action, which you take immediately after hitting or missing a target with a ranged attack using a weapon
Range: Self
Components: V, S
Duration: Instantaneous

As your attack hits or misses the target, the weapon or ammunition you're using transforms into a lightning bolt. Instead of taking any damage or other effects from the attack, the target takes 4d8 Lightning damage on a hit or half as much damage on a miss. Each creature within 10 feet of the target then makes a Dexterity saving throw, taking 2d8 Lightning damage on a failed save or half as much damage on a successful one.

The weapon or ammunition then returns to its normal form.

Using a Higher-Level Spell Slot. The damage for both effects of the spell increases by 1d8 for each spell slot level above 3.

LIGHTNING BOLT

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a bit of fur and a crystal rod)
Duration: Instantaneous

A stroke of lightning forming a 100-foot-long, 5-foot-wide Line blasts out from you in a direction you choose. Each creature in the Line makes a Dexterity saving throw, taking 8d6 Lightning damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

LOCATE ANIMALS OR PLANTS

Level 2 Divination (Bard, Druid, Ranger)

Casting Time: Action or Ritual
Range: Self
Components: V, S, M (fur from a bloodhound)
Duration: Instantaneous

Describe or name a specific kind of Beast, Plant creature, or nonmagical plant. You learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

LOCATE CREATURE

Level 4 Divination (Bard, Cleric, Druid, Paladin, Ranger, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (fur from a bloodhound)
Duration: Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location if that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you or the nearest creature of a specific kind (such as a human or a unicorn) if you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as under the effects of a *Flesh to Stone* or *Polymorph* spell, this spell doesn't locate the creature.

This spell can't locate a creature if any thickness of lead blocks a direct path between you and the creature.

LOCATE OBJECT

Level 2 Divination (Bard, Cleric, Druid, Paladin, Ranger, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a forked twig)
Duration: Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location if that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you if you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead blocks a direct path between you and the object.

LONGSTRIDER

Level 1 Transmutation (Bard, Druid, Ranger, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a pinch of dirt)
Duration: 1 hour

You touch a creature. The target's Speed increases by 10 feet until the spell ends.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

MAGE ARMOR

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a piece of cured leather)
Duration: 8 hours

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's base AC becomes 13 plus its Dexterity modifier. The spell ends early if the target dons armor.

MAGE HAND

Conjuration Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet.

The hand can't attack, activate magic items, or carry more than 10 pounds.

MAGIC CIRCLE

Level 3 Abjuration (Cleric, Paladin, Warlock, Wizard)

Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (salt and powdered silver worth 100+ GP, which the spell consumes)
Duration: 1 hour

You create a 10-foot-radius, 20-foot-tall Cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the Cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: Celestials, Elementals, Fey, Fiends, or Undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the Cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has Disadvantage on attack rolls against targets within the Cylinder.
- Targets within the Cylinder can't be possessed by or gain the Charmed or Frightened condition from the creature.

Each time you cast this spell, you can cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the Cylinder and protecting targets outside it.

Using a Higher-Level Spell Slot. The duration increases by 1 hour for each spell slot level above 3.

A human Wizard fends off peril with *Mage Armor* and the unerring bolts of *Magic Missile*.

MAGIC JAR

Level 6 Necromancy (Wizard)

Casting Time: 1 minute
Range: Self
Components: V, S, M (a gem, crystal, or reliquary worth 500+ GP)
Duration: Until dispelled

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's Material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or take Reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a Humanoid's body.

You can attempt to possess any Humanoid within 100 feet of you that you can see (creatures warded by a *Protection from Evil and Good* or *Magic Circle* spell can't be possessed). The target makes a Charisma saving throw. On a failed save, your soul enters the target's body, and the target's soul becomes trapped in the container. On a successful save, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your Hit Points, Hit Point Dice, Strength, Dexterity, Constitution, Speed, and senses are replaced by the creature's. You otherwise keep your game statistics.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move and it is Incapacitated.

While possessing a body, you can take a Magic action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

If the container is destroyed or the spell ends, your soul returns to your body. If your body is more than 100 feet away from you or if your body is dead, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.

When the spell ends, the container is destroyed.

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MAGIC MISSILE

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create three glowing darts of magical force. Each dart strikes a creature of your choice that you can see within range. A dart deals 1d4 + 1 Force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

Using a Higher-Level Spell Slot. The spell creates one more dart for each spell slot level above 1.

MAGIC MOUTH

Level 2 Illusion (Bard, Wizard)

Casting Time: 1 minute or Ritual
Range: 30 feet
Components: V, S, M (jade dust worth 10+ GP, which the spell consumes)
Duration: Until dispelled

You implant a message within an object in range—a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or fewer, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that trigger occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there, so the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The trigger can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

MAGIC WEAPON

Level 2 Transmutation (Paladin, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. The spell ends early if you cast it again.

Using a Higher-Level Spell Slot. The bonus increases to +2 with a level 3–5 spell slot. The bonus increases to +3 with a level 6+ spell slot.

MAJOR IMAGE

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot Cube. The image appears at a spot that you can see within range and lasts for the duration. It seems real, including sounds, smells, and temperature appropriate to the thing depicted, but it can't deal damage or cause conditions.

If you are within range of the illusion, you can take a Magic action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, for things can pass through it. A creature that takes a Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

Using a Higher-Level Spell Slot. The spell lasts until dispelled, without requiring Concentration, if cast with a level 4+ spell slot.

Mass Cure Wounds

Level 5 Abjuration (Bard, Cleric, Druid)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A wave of healing energy washes out from a point you can see within range. Choose up to six creatures in a 30-foot-radius Sphere centered on that point. Each target regains Hit Points equal to 5d8 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 1d8 for each spell slot level above 5.

Mass Heal

Level 9 Abjuration (Cleric)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A flood of healing energy flows from you into creatures around you. You restore up to 700 Hit Points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell also have the Blinded, Deafened, and Poisoned conditions removed from them.

Mass Healing Word

Level 3 Abjuration (Bard, Cleric)

Casting Time: Bonus Action
Range: 60 feet
Components: V
Duration: Instantaneous

Up to six creatures of your choice that you can see within range regain Hit Points equal to 2d4 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 1d4 for each spell slot level above 3.

Mass Suggestion

Level 6 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, M (a snake's tongue)
Duration: 24 hours

You suggest a course of activity—described in no more than 25 words—to twelve or fewer creatures you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to any of the targets or their allies. For example, you could say, "Walk to the village down that road, and help the villagers there harvest crops until sunset." Or you could say, "Now is not the time for violence. Drop your weapons, and dance! Stop in an hour."

Each target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. Each Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for a target upon completing it.

Using a Higher-Level Spell Slot. The duration is longer with a spell slot of level 7 (10 days), 8 (30 days), or 9 (366 days).

Maze

Level 8 Conjuration (Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze.

The target can take a Study action to try to escape. When it does so, it makes a DC 20 Intelligence (Investigation) check. If it succeeds, it escapes, and the spell ends.

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

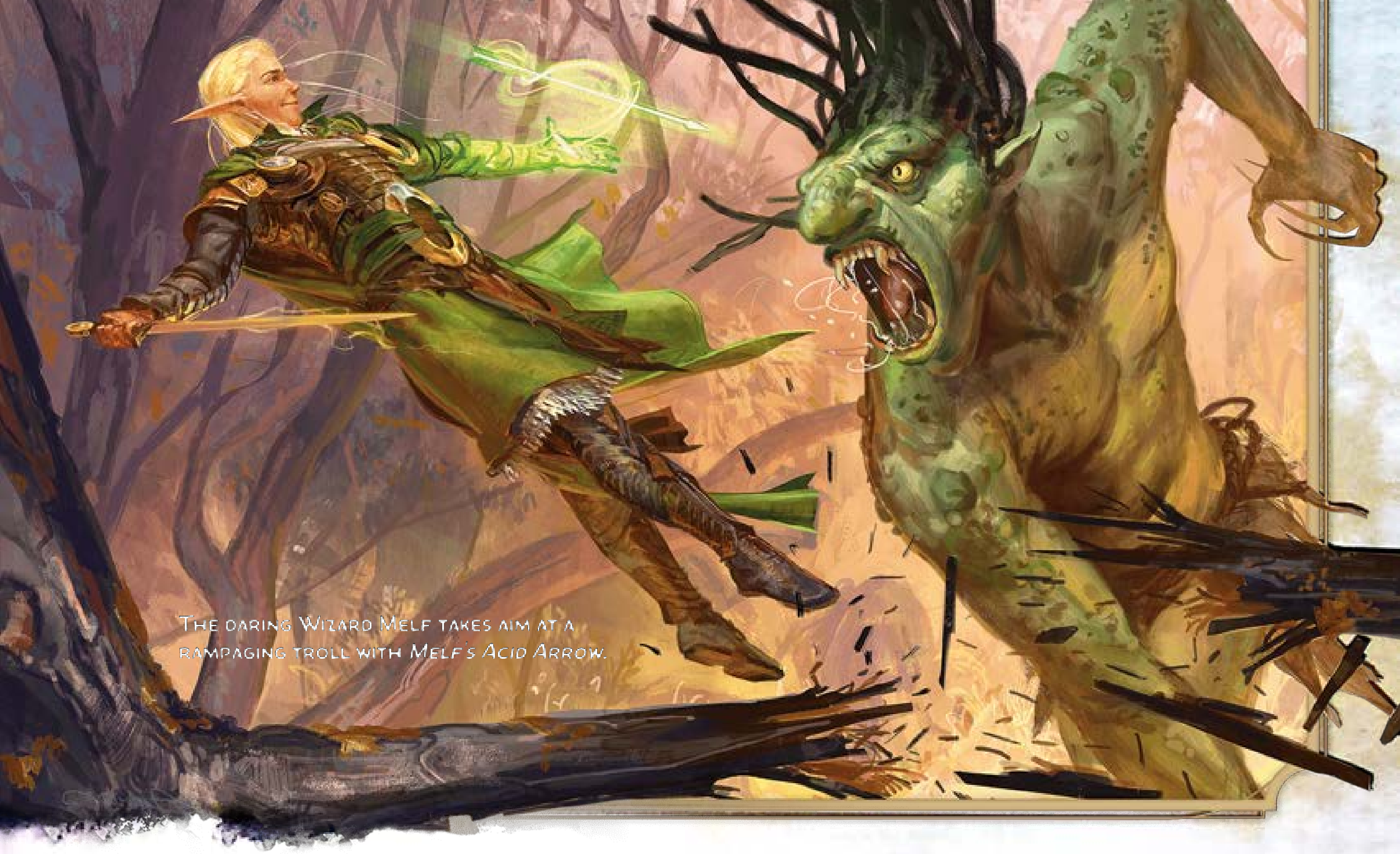
Meld into Stone

Level 3 Transmutation (Cleric, Druid, Ranger)

Casting Time: Action or Ritual
Range: Touch
Components: V, S
Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, merging yourself and your equipment with the stone for the duration. You must touch the stone to do so. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made



The daring Wizard Melf takes aim at a rampaging troll with *Melf's Acid Arrow.*

with Disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use 5 feet of movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 Force damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 Force damage to you. If expelled, you move into an unoccupied space closest to where you first entered and have the Prone condition.

MELF'S ACID ARROW

Level 2 Evocation (Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (powdered rhubarb leaf)
Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 Acid damage and 2d4 Acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage only.

Using a Higher-Level Spell Slot. The damage (both initial and later) increases by 1d4 for each spell slot level above 2.

MENDING

Transmutation Cantrip (Bard, Cleric, Druid, Sorcerer, Wizard)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (two lodestones)
Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item, but it can't restore magic to such an object.

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MESSAGE

Transmutation Cantrip (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: S, M (a copper wire)
Duration: 1 round

You point toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence; 1 foot of stone, metal, or wood; or a thin sheet of lead blocks the spell.

METEOR SWARM

Level 9 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: 1 mile
Components: V, S
Duration: Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius Sphere centered on each of those points makes a Dexterity saving throw. A creature takes 20d6 Fire damage and 20d6 Bludgeoning damage on a failed save or half as much damage on a successful one. A creature in the area of more than one fiery Sphere is affected only once.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area, and the object starts burning if it's flammable.

MIND BLANK

Level 8 Abjuration (Bard, Wizard)

Casting Time: Action
Range: Touch
Components: V, S
Duration: 24 hours

Until the spell ends, one willing creature you touch has Immunity to Psychic damage and the Charmed condition. The target is also unaffected by anything that would sense its emotions or alignment, read its thoughts, or magically detect its location, and no spell—not even *Wish*—can gather information about the target, observe it remotely, or control its mind.

MIND SLIVER

Enchantment Cantrip (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V
Duration: 1 round

You try to temporarily sliver the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 Psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

MIND SPIKE

Level 2 Divination (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 120 feet
Components: S
Duration: Concentration, up to 1 hour

You drive a spike of psionic energy into the mind of one creature you can see within range. The target makes a Wisdom saving throw, taking 3d8 Psychic damage on a failed save or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it has the Invisible condition, it gains no benefit from that condition against you.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

MINOR ILLUSION

Illusion Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 30 feet
Components: S, M (a bit of fleece)
Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again.

If a creature takes a Study action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Sound. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Image. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot Cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, since things can pass through it.

MIRAGE ARCANE

Level 7 Illusion (Bard, Druid, Wizard)

Casting Time: 10 minutes
Range: Sight
Components: V, S
Duration: 10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other rough or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into Difficult Terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with Truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

MIRROR IMAGE

Level 2 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real.

Each time a creature hits you with an attack roll during the spell's duration, roll a d6 for each of your remaining duplicates. If any of the d6s rolls a 3 or higher, one of the duplicates is hit instead of you, and the duplicate is destroyed. The duplicates otherwise ignore all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it has the Blinded condition, Blindsight, or Truesight.

MISLEAD

Level 5 Illusion (Bard, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: S
Duration: Concentration, up to 1 hour

You gain the Invisible condition at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends immediately after you make an attack roll, deal damage, or cast a spell.

As a Magic action, you can move the illusory double up to twice your Speed and make it gesture, speak, and behave in whatever way you choose. It is intangible and invulnerable.

You can see through its eyes and hear through its ears as if you were located where it is.

MISTY STEP

Level 2 Conjuration (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action
Range: Self
Components: V
Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see.

MODIFY MEMORY

Level 5 Enchantment (Bard, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to reshape another creature's memories. One creature that you can see within range makes a Wisdom saving throw. If you are fighting the creature, it has Advantage on the save. On a failed save, the target has the Charmed condition for the duration. While Charmed in this way, the target also has the Incapacitated condition and is unaware of its surroundings, though it can hear you. If it takes any damage or is targeted by another spell, this spell ends, and no memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity, change its memory of the event's details, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you finish describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as a false memory of how much the creature enjoyed swimming in acid, is dismissed as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature.

A *Remove Curse* or *Greater Restoration* spell cast on the target restores the creature's true memory.

Using a Higher-Level Spell Slot. You can alter the target's memories of an event that took place up to 7 days ago (level 6 spell slot), 30 days ago (level 7 spell slot), 365 days ago (level 8 spell slot), or any time in the creature's past (level 9 spell slot).

MOONBEAM

Level 2 Evocation (Druid)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a moonseed leaf)
Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high Cylinder centered on a point within range. Until the spell ends, Dim Light fills the Cylinder, and you can take a Magic action on later turns to move the Cylinder up to 60 feet.

When the Cylinder appears, each creature in it makes a Constitution saving throw. On a failed save, a creature takes 2d10 Radiant damage, and if the creature is shape-shifted (as a result of the *Polymorph* spell, for example), it reverts to its true form and can't shape-shift until it leaves the Cylinder. On a successful save, a creature takes half as much damage only. A creature also makes this save when the spell's area moves into its space and when it enters the spell's area or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 2.

MORDENKAINEN'S FAITHFUL HOUND

Level 4 Conjuration (Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a silver whistle)
Duration: 8 hours

You conjure a phantom watchdog in an unoccupied space that you can see within range. The hound remains for the duration or until the two of you are more than 300 feet apart from each other.

No one but you can see the hound, and it is intangible and invulnerable. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound has Truesight with a range of 30 feet.

At the start of each of your turns, the hound attempts to bite one enemy within 5 feet of it. That enemy must succeed on a Dexterity saving throw or take 4d8 Force damage.

On your later turns, you can take a Magic action to move the hound up to 30 feet.

MORDENKAINEN'S MAGNIFICENT MANSION

Level 7 Conjuration (Bard, Wizard)

Casting Time: 1 minute
Range: 300 feet
Components: V, S, M (a miniature door worth 15+ GP)
Duration: 24 hours

You conjure a shimmering door in range that lasts for the duration. The door leads to an extradimensional dwelling and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the door remains open. You can open or close it (no action required) if you are within 30 feet of it. While closed, the door is imperceptible.

Beyond the door is a magnificent foyer with numerous chambers beyond. The dwelling's atmosphere is clean, fresh, and warm.

You can create any floor plan you like for the dwelling, but it can't exceed 50 contiguous 10-foot Cubes. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. Furnishings and other objects created by this spell dissipate into smoke if removed from it.

The Wizard Mordenkainen welcomes guests to his magical dwelling, *Mordenkainen's Magnificent Mansion.*

HELGE C. BALZER

A staff of 100 near-transparent servants attends all who enter. You determine the appearance of these servants and their attire. They are invulnerable and obey your commands. Each servant can perform tasks that a human could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can't leave the dwelling.

When the spell ends, any creatures or objects left inside the extradimensional space are expelled into the unoccupied spaces nearest to the entrance.

MORDENKAINEN'S PRIVATE SANCTUM

Level 4 Abjuration (Wizard)

Casting Time: 10 minutes
Range: 120 feet
Components: V, S, M (a thin sheet of lead)
Duration: 24 hours

You make an area within range magically secure. The area is a Cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration.

When you cast the spell, you decide what sort of security the spell provides, choosing any of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including Darkvision) through it.
- Sensors created by Divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by Divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

Casting this spell on the same spot every day for 365 days makes the spell last until dispelled.

Using a Higher-Level Spell Slot. You can increase the size of the Cube by 100 feet for each spell slot level above 4.

MORDENKAINEN'S SWORD

Level 7 Evocation (Bard, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a miniature sword worth 250+ GP)
Duration: Concentration, up to 1 minute

You create a spectral sword that hovers within range. It lasts for the duration.

When the sword appears, you make a melee spell attack against a target within 5 feet of the sword. On a hit, the target takes Force damage equal to 4d12 plus your spellcasting ability modifier.

On your later turns, you can take a Bonus Action to move the sword up to 30 feet to a spot you can see and repeat the attack against the same target or a different one.

MOVE EARTH

Level 6 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a miniature shovel)
Duration: Concentration, up to 2 hours

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect within range.

This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

NONDETECTION

Level 3 Abjuration (Bard, Ranger, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a pinch of diamond dust worth 25+ GP, which the spell consumes)
Duration: 8 hours

For the duration, you hide a target that you touch from Divination spells. The target can be a willing creature, or it can be a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any Divination spell or perceived through magical scrying sensors.

NYSTUL'S MAGIC AURA

Level 2 Illusion (Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a small square of silk)
Duration: 24 hours

With a touch, you place an illusion on a willing creature or an object that isn't being worn or carried. A creature gains the Mask effect below, and an object gains the False Aura effect below. The effect lasts for the duration. If you cast the spell on the same target every day for 30 days, the illusion lasts until dispelled.

Mask (Creature). Choose a creature type other than the target's actual type. Spells and other magical effects treat the target as if it were a creature of the chosen type.

False Aura (Object). You change the way the target appears to spells and magical effects that detect magical auras, such as *Detect Magic*. You can make a nonmagical object appear magical, make a magic item appear nonmagical, or change the object's aura so that it appears to belong to a school of magic you choose.

OTILUKE'S FREEZING SPHERE

Level 6 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: 300 feet
Components: V, S, M (a miniature crystal sphere)
Duration: Instantaneous

A frigid globe streaks from you to a point of your choice within range, where it explodes in a 60-foot-radius Sphere. Each creature in that area makes a Constitution saving throw, taking 10d6 Cold damage on failed save or half as much damage on a successful one.

If the globe strikes a body of water, it freezes the water to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice and have the Restrained condition. A trapped creature can take an action to make a Strength (Athletics) check against your spell save DC to break free.

You can refrain from firing the globe after completing the spell's casting. If you do so, a globe about the size of a sling bullet, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as a normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 6.

OTILUKE'S RESILIENT SPHERE

Level 4 Abjuration (Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a glass sphere)
Duration: Concentration, up to 1 minute

A shimmering sphere encloses a Large or smaller creature or object within range. An unwilling creature must succeed on a Dexterity saving throw or be enclosed for the duration.

Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can take an action to push against the sphere's walls and thus roll the sphere at up to half the creature's Speed. Similarly, the globe can be picked up and moved by other creatures.

A *Disintegrate* spell targeting the globe destroys it without harming anything inside.

OTTO'S IRRESISTIBLE DANCE

Level 6 Enchantment (Bard, Wizard)

Casting Time: Action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

One creature that you can see within range must make a Wisdom saving throw. On a successful save, the target dances comically until the end of its next turn, during which it must spend all its movement to dance in place.

On a failed save, the target has the Charmed condition for the duration. While Charmed, the target dances comically, must use all its movement to dance in place, and has Disadvantage on Dexterity saving throws and attack rolls, and other creatures have Advantage on attack rolls against it. On each of its turns, the target can take an action to collect itself and repeat the save, ending the spell on itself on a success.

PASSWALL

Level 5 Transmutation (Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a pinch of sesame seeds)
Duration: 1 hour

A passage appears at a point that you can see on a wooden, plaster, or stone surface (such as a wall, ceiling, or floor) within range and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

PASS WITHOUT TRACE

Level 2 Abjuration (Druid, Ranger)

Casting Time: Action
Range: Self
Components: V, S, M (ashes from burned mistletoe)
Duration: Concentration, up to 1 hour

You radiate a concealing aura in a 30-foot Emanation for the duration. While in the aura, you and each creature you choose have a +10 bonus to Dexterity (Stealth) checks and leave no tracks.

Phantasmal Force

Level 2 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 1 minute

You attempt to craft an illusion in the mind of a creature you can see within range. The target makes an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other phenomenon that is no larger than a 10-foot Cube and that is perceivable only to the target for the duration. The phantasm includes sound, temperature, and other stimuli.

The target can take a Study action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While affected by the spell, the target treats the phantasm as if it were real and rationalizes any illogical outcomes from interacting with it. For example, if the target steps through a phantasmal bridge and survives the fall, it believes the bridge exists and something else caused it to fall.

An affected target can even take damage from the illusion if the phantasm represents a dangerous creature or hazard. On each of your turns, such a phantasm can deal 2d8 Psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm. The target perceives the damage as a type appropriate to the illusion.

Phantasmal Killer

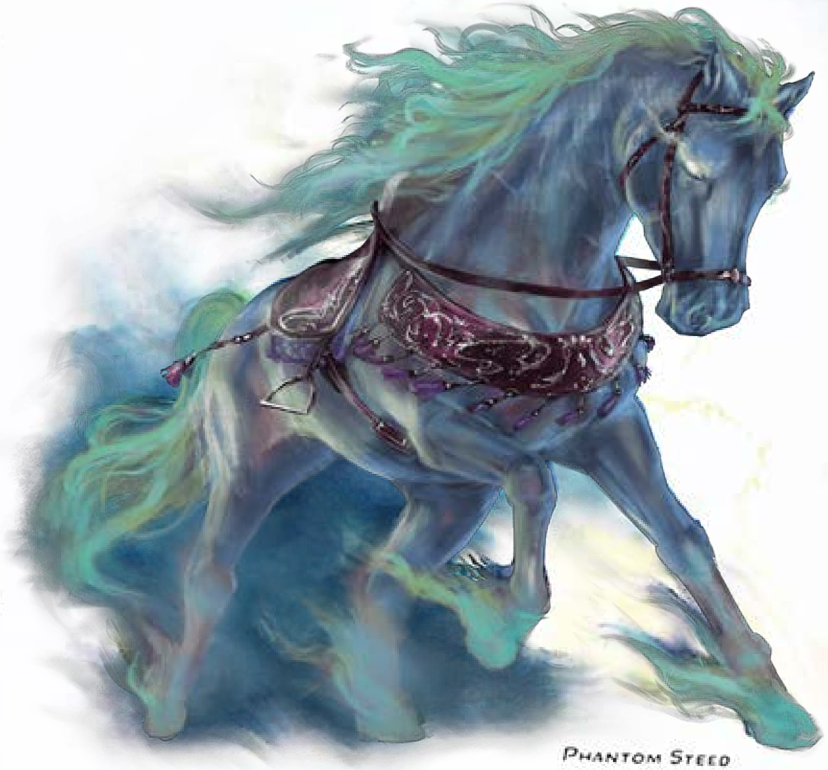
Level 4 Illusion (Bard, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusion of its deepest fears, visible only to that creature. The target makes a Wisdom saving throw. On a failed save, the target takes 4d10 Psychic damage and has Disadvantage on ability checks and attack rolls for the duration. On a successful save, the target takes half as much damage, and the spell ends.

For the duration, the target makes a Wisdom saving throw at the end of each of its turns. On a failed save, it takes the Psychic damage again. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 4.



Phantom Steed

Phantom Steed

Level 3 Illusion (Wizard)

Casting Time: 1 minute or Ritual
Range: 30 feet
Components: V, S
Duration: 1 hour

A Large, quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, and it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The steed uses the **Riding Horse** stat block (see appendix B), except it has a Speed of 100 feet and can travel 13 miles in an hour. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends early if the steed takes any damage.

Planar Ally

Level 6 Conjuration (Cleric)

Casting Time: 10 minutes
Range: 60 feet
Components: V, S
Duration: Instantaneous

You beseech an otherworldly entity for aid. The being must be known to you: a god, a demon prince, or some other being of cosmic power. That entity sends a Celestial, an Elemental, or a Fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (DM's choice).

When the creature appears, it is under no compulsion to behave a particular way. You can ask it to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A Celestial might require a sizable donation of gold or magic items to an allied temple, while a Fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you.

A task that can be measured in minutes requires a payment worth 100 GP per minute. A task measured in hours requires 1,000 GP per hour. And a task measured in days (up to 10 days) requires 10,000 GP per day. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

PLANAR BINDING

Level 5 Abjuration (Bard, Cleric, Druid, Warlock, Wizard)

Casting Time: 1 hour
Range: 60 feet
Components: V, S, M (a jewel worth 1,000+ GP, which the spell consumes)
Duration: 24 hours

You attempt to bind a Celestial, an Elemental, a Fey, or a Fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of the inverted version of the *Magic Circle* spell to trap it while this spell is cast.) At the completion of the casting, the target must succeed on a Charisma saving throw or be bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your commands to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. If the creature is Hostile, it strives to twist your commands to achieve its own objectives. If the creature carries out your commands completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane, it returns to the place where you bound it and remains there until the spell ends.

Using a Higher-Level Spell Slot. The duration increases with a spell slot of level 6 (10 days), 7 (30 days), 8 (180 days), and 9 (366 days).

PLANE SHIFT

Level 7 Conjuration (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a forked, metal rod worth 250+ GP and attuned to a plane of existence)
Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispater on the second level of the Nine Hells, and you appear in or near that destination, as determined by the DM.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

PLANT GROWTH

Level 3 Transmutation (Bard, Druid, Ranger)

Casting Time: Action (Overgrowth) or 8 hours (Enrichment)
Range: 150 feet
Components: V, S
Duration: Instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected.

Enrichment. All plants in a half-mile radius centered on a point within range become enriched for 365 days. The plants yield twice the normal amount of food when harvested. They can benefit from only one *Plant Growth* per year.

POISON SPRAY

Necromancy Cantrip (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You spray toxic mist at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 Poison damage.

Cantrip Upgrade. The damage increases by 1d12 when you reach levels 5 (2d12), 11 (3d12), and 17 (4d12).

POLYMORPH

Level 4 Transmutation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a caterpillar cocoon)
Duration: Concentration, up to 1 hour

You attempt to transform a creature that you can see within range into a Beast. The target must succeed on a Wisdom saving throw or shape-shift into a Beast form for the duration. That form can be any Beast you choose that has a Challenge Rating equal to or less than the target's (or the target's level if it doesn't have a Challenge Rating). The target's game statistics are replaced by the stat block of the chosen Beast, but the target retains its alignment, personality, creature type, Hit Points, and Hit Point Dice. See appendix B for a sample of Beast stat blocks.

The target gains a number of Temporary Hit Points equal to the Hit Points of the Beast form. The spell ends early on the target if it has no Temporary Hit Points left.

The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment.

POWER WORD FORTIFY

Level 7 Enchantment (Bard, Cleric)

Casting Time: Action
Range: 60 feet
Component: V
Duration: Instantaneous

You fortify up to six creatures you can see within range. The spell bestows 120 Temporary Hit Points, which you divide among the spell's recipients.

POWER WORD HEAL

Level 9 Enchantment (Bard, Cleric)

Casting Time: Action
Range: 60 feet
Component: V
Duration: Instantaneous

A wave of healing energy washes over one creature you can see within range. The target regains all its Hit Points. If the creature has the Charmed, Frightened, Paralyzed, Poisoned, or Stunned condition, the condition ends. If the creature has the Prone condition, it can use its Reaction to stand up.

POWER WORD KILL

Level 9 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Component: V
Duration: Instantaneous

You compel one creature you can see within range to die. If the target has 100 Hit Points or fewer, it dies. Otherwise, it takes 12d12 Psychic damage.

POWER WORD STUN

Level 8 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V
Duration: Instantaneous

You overwhelm the mind of one creature you can see within range. If the target has 150 Hit Points or fewer, it has the Stunned condition. Otherwise, its Speed is 0 until the start of your next turn.

The Stunned target makes a Constitution saving throw at the end of each of its turns, ending the condition on itself on a success.

PRAYER OF HEALING

Level 2 Abjuration (Cleric, Paladin)

Casting Time: 10 minutes
Range: 30 feet
Components: V
Duration: Instantaneous

Up to five creatures of your choice who remain within range for the spell's entire casting gain the benefits of a Short Rest and also regain 2d8 Hit Points. A creature can't be affected by this spell again until that creature finishes a Long Rest.

Using a Higher-Level Spell Slot. The healing increases by 1d8 for each spell slot level above 2.

PRESTIDIGITATION

Transmutation Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 10 feet
Components: V, S
Duration: Up to 1 hour

You create a magical effect within range. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Sensory Effect. You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

Fire Play. You instantaneously light or snuff out a candle, a torch, or a small campfire.

Clean or Soil. You instantaneously clean or soil an object no larger than 1 cubic foot.

Minor Sensation. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

Magic Mark. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

Minor Creation. You create a nonmagical trinket or an illusory image that can fit in your hand. It lasts until the end of your next turn. A trinket can deal no damage and has no monetary worth.

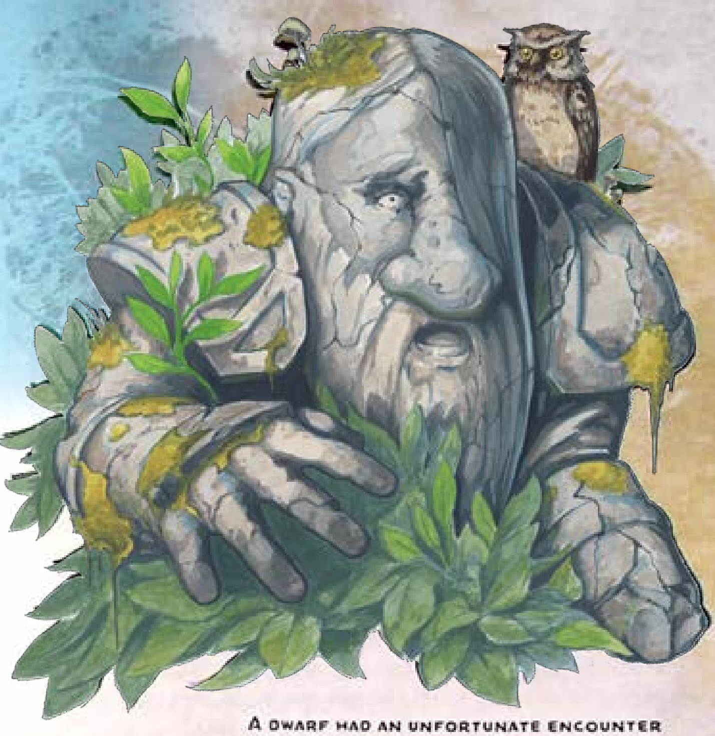
PRISMATIC SPRAY

Level 7 Evocation (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Instantaneous

Eight rays of light flash from you in a 60-foot Cone. Each creature in the Cone makes a Dexterity saving throw. For each target, roll 1d8 to determine which color ray affects it, consulting the Prismatic Rays table.

RANDALL MACKEY



A DWARF HAD AN UNFORTUNATE ENCOUNTER WITH THE INDIGO RAY OF *PRISMATIC SPRAY*.

PRISMATIC RAYS

1d8	Ray
1	**Red.** *Failed Save:* 12d6 Fire damage. *Successful Save:* Half as much damage.
2	**Orange.** *Failed Save:* 12d6 Acid damage. *Successful Save:* Half as much damage.
3	**Yellow.** *Failed Save:* 12d6 Lightning damage. *Successful Save:* Half as much damage.
4	**Green.** *Failed Save:* 12d6 Poison damage. *Successful Save:* Half as much damage.
5	**Blue.** *Failed Save:* 12d6 Cold damage. *Successful Save:* Half as much damage.
6	**Indigo.** *Failed Save:* The target has the Restrained condition and makes a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the condition ends. If it fails three times, it has the Petrified condition until it is freed by an effect like the *Greater Restoration* spell. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind.
7	**Violet.** *Failed Save:* The target has the Blinded condition and makes a Wisdom saving throw at the start of your next turn. On a successful save, the condition ends. On a failed save, the condition ends, and the creature teleports to another plane of existence (DM's choice).
8	**Special.** The target is struck by two rays. Roll twice, rerolling any 8.

PRISMATIC WALL

Level 9 Abjuration (Bard, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: 10 minutes

A shimmering, multicolored plane of light forms a vertical opaque wall—up to 90 feet long, 30 feet high, and 1 inch thick—centered on a point within range. Alternatively, you shape the wall into a globe up to 30 feet in diameter centered on a point within range. The wall lasts for the duration. If you position the wall in a space occupied by a creature, the spell ends instantly without effect.

The wall sheds Bright Light within 100 feet and Dim Light for an additional 100 feet. You and creatures you designate when you cast the spell can pass through and be near the wall without harm. If another creature that can see the wall moves within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or have the Blinded condition for 1 minute.

The wall consists of seven layers, each with a different color. When a creature reaches into or passes through the wall, it does so one layer at a time through all the layers. Each layer forces the creature to make a Dexterity saving throw or be affected by that layer's properties as described in the Prismatic Layers table.

The wall, which has AC 10, can be destroyed one layer at a time, in order from red to violet, by means specific to each layer. If a layer is destroyed, it is gone for the duration. *Antimagic Field* has no effect on the wall, and *Dispel Magic* can affect only the violet layer.

PRODUCE FLAME

Conjuration Cantrip (Druid)

Casting Time: Bonus Action
Range: Self
Components: V, S
Duration: 10 minutes

A flickering flame appears in your hand and remains there for the duration. While there, the flame emits no heat and ignites nothing, and it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The spell ends if you cast it again.

Until the spell ends, you can take a Magic action to hurl fire at a creature or an object within 60 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 Fire damage.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

PRISMATIC LAYERS

Order	Effects
1	**Red.** *Failed Save:* 12d6 Fire damage. *Successful Save:* Half as much damage. *Additional Effects:* Nonmagical ranged attacks can't pass through this layer, which is destroyed if it takes at least 25 Cold damage.
2	**Orange.** *Failed Save:* 12d6 Acid damage. *Successful Save:* Half as much damage. *Additional Effects:* Magical ranged attacks can't pass through this layer, which is destroyed by a strong wind (such as the one created by *Gust of Wind*).
3	**Yellow.** *Failed Save:* 12d6 Lightning damage. *Successful Save:* Half as much damage. *Additional Effects:* The layer is destroyed if it takes at least 60 Force damage.
4	**Green.** *Failed Save:* 12d6 Poison damage. *Successful Save:* Half as much damage. *Additional Effects:* A *Passwall* spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer.
5	**Blue.** *Failed Save:* 12d6 Cold damage. *Successful Save:* Half as much damage. *Additional Effects:* The layer is destroyed if it takes at least 25 Fire damage.
6	**Indigo.** *Failed Save:* The target has the Restrained condition and makes a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the condition ends. If it fails three times, it has the Petrified condition until it is freed by an effect like the *Greater Restoration* spell. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind. *Additional Effects:* Spells can't be cast through this layer, which is destroyed by Bright Light shed by the *Daylight* spell.
7	**Violet.** *Failed Save:* The target has the Blinded condition and makes a Wisdom saving throw at the start of your next turn. On a successful save, the condition ends. On a failed save, the condition ends, and the creature teleports to another plane of existence (DM's choice). *Additional Effects:* This layer is destroyed by *Dispel Magic*.

A SPELLCASTER COULD USE PROGRAMMED ILLUSION TO CAUSE A WATCHDOG TO APPEAR AND KINDLY ASK INTRUDERS TO LEAVE.

JUSTINE CRUZ

PROGRAMMED ILLUSION

Level 6 Illusion (Bard, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (jade dust worth 25+ GP)
Duration: Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific trigger occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot Cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the trigger you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes, after which the illusion can be activated again.

The trigger can be as general or as detailed as you like, though it must be based on visual or audible phenomena that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door.

Physical interaction with the image reveals it to be illusory, since things can pass through it. A creature that takes the Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

PROJECT IMAGE

Level 7 Illusion (Bard, Wizard)

Casting Time: Action
Range: 500 miles
Components: V, S, M (a statuette of yourself worth 5+ GP)
Duration: Concentration, up to 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you, but it is intangible. If the illusion takes any damage, it disappears, and the spell ends.

You can see through the illusion's eyes and hear through its ears as if you were in its space. As a Magic action, you can move it up to 60 feet and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

Physical interaction with the image reveals it to be illusory, since things can pass through it. A creature that takes the Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

PROTECTION FROM ENERGY

Level 3 Abjuration (Cleric, Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

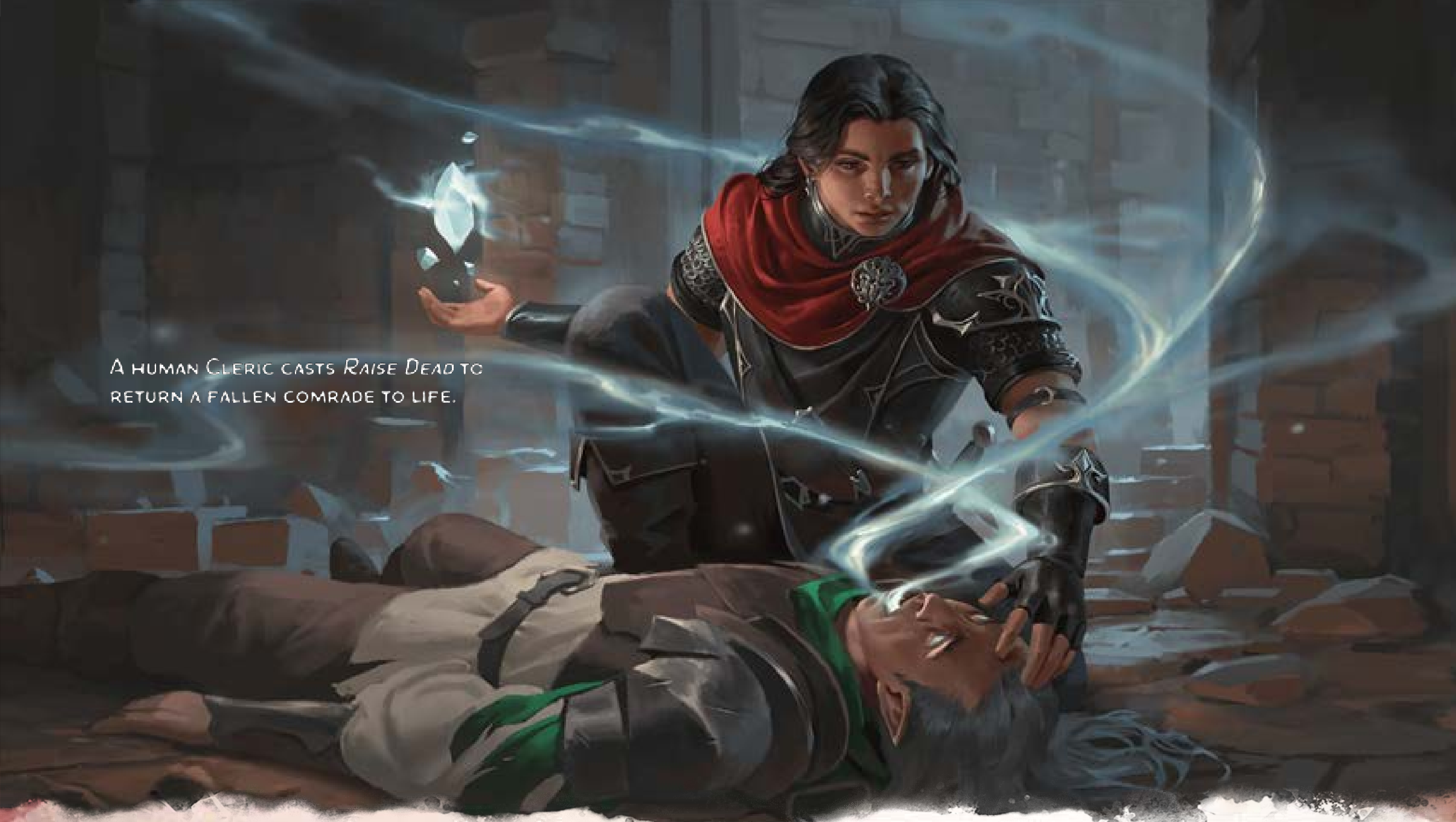
For the duration, the willing creature you touch has Resistance to one damage type of your choice: Acid, Cold, Fire, Lightning, or Thunder.

PROTECTION FROM EVIL AND GOOD

Level 1 Abjuration (Cleric, Druid, Paladin, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a flask of Holy Water worth 25+ GP, which the spell consumes)
Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against creatures that are Aberrations, Celestials, Elementals, Fey, Fiends, or Undead. The protection grants several benefits. Creatures of those types have Disadvantage on attack rolls



A human Cleric casts *Raise Dead* to return a fallen comrade to life.

against the target. The target also can't be possessed by or gain the Charmed or Frightened conditions from them. If the target is already possessed, Charmed, or Frightened by such a creature, the target has Advantage on any new saving throw against the relevant effect.

Protection from Poison

Level 2 Abjuration (Cleric, Druid, Paladin, Ranger)

Casting Time: Action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a creature and end the Poisoned condition on it. For the duration, the target has Advantage on saving throws to avoid or end the Poisoned condition, and it has Resistance to Poison damage.

Purify Food and Drink

Level 1 Transmutation (Cleric, Druid, Paladin)

Casting Time: Action or Ritual
Range: 10 feet
Components: V, S
Duration: Instantaneous

You remove poison and rot from nonmagical food and drink in a 5-foot-radius Sphere centered on a point within range.

Raise Dead

Level 5 Necromancy (Bard, Cleric, Paladin)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a diamond worth 500+ GP, which the spell consumes)
Duration: Instantaneous

With a touch, you revive a dead creature if it has been dead no longer than 10 days and it wasn't Undead when it died.

The creature returns to life with 1 Hit Point. This spell also neutralizes any poisons that affected the creature at the time of death.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a −4 penalty to D20 Tests. Every time the target finishes a Long Rest, the penalty is reduced by 1 until it becomes 0.

POLAR ENGINE

RARY'S TELEPATHIC BOND

Level 5 Divination (Bard, Wizard)

Casting Time: Action or Ritual
Range: 30 feet
Components: V, S, M (two eggs)
Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures that can't communicate in any languages aren't affected by this spell.

Until the spell ends, the targets can communicate telepathically through the bond whether or not they share a language. The communication is possible over any distance, though it can't extend to other planes of existence.

RAY OF ENFEEBLEMENT

Level 2 Necromancy (Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

A beam of enervating energy shoots from you toward a creature within range. The target must make a Constitution saving throw. On a successful save, the target has Disadvantage on the next attack roll it makes until the start of your next turn.

On a failed save, the target has Disadvantage on Strength-based D20 Tests for the duration. During that time, it also subtracts 1d8 from all its damage rolls. The target repeats the save at the end of each of its turns, ending the spell on a success.

RAY OF FROST

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 Cold damage, and its Speed is reduced by 10 feet until the start of your next turn.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

RAY OF SICKNESS

Level 1 Necromancy (Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You shoot a greenish ray at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 Poison damage and has the Poisoned condition until the end of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

REGENERATE

Level 7 Transmutation (Bard, Cleric, Druid)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a prayer wheel)
Duration: 1 hour

A creature you touch regains 4d8 + 15 Hit Points. For the duration, the target regains 1 Hit Point at the start of each of its turns, and any severed body parts regrow after 2 minutes.

REINCARNATE

Level 5 Necromancy (Druid)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (rare oils worth 1,000+ GP, which the spell consumes)
Duration: Instantaneous

You touch a dead Humanoid or a piece of one. If the creature has been dead no longer than 10 days, the spell forms a new body for it and calls the soul to enter that body. Roll 1d10 and consult the table below to determine the body's species, or the DM chooses another playable species.

1d10	Species	1d10	Species
1	Aasimar	6	Goliath
2	Dragonborn	7	Halfling
3	Dwarf	8	Human
4	Elf	9	Orc
5	Gnome	10	Tiefling

The reincarnated creature makes any choices that a species' description offers, and the creature recalls its former life. It retains the capabilities it had in its original form, except it loses the traits of its previous species and gains the traits of its new one.

Remove Curse

Level 3 Abjuration (Cleric, Paladin, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's Attunement to the object so it can be removed or discarded.

Resistance

Abjuration Cantrip (Cleric, Druid)

Casting Time: Action
Range: Touch
Component: V, S
Duration: Concentration, up to 1 minute

You touch a willing creature and choose a damage type: Acid, Bludgeoning, Cold, Fire, Lightning, Necrotic, Piercing, Poison, Radiant, Slashing, or Thunder. When the creature takes damage of the chosen type before the spell ends, the creature reduces the total damage taken by 1d4. A creature can benefit from this spell only once per turn.

Resurrection

Level 7 Necromancy (Bard, Cleric)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a diamond worth 1,000+ GP, which the spell consumes)
Duration: Instantaneous

With a touch, you revive a dead creature that has been dead for no more than a century, didn't die of old age, and wasn't Undead when it died.

The creature returns to life with all its Hit Points. This spell also neutralizes any poisons that affected the creature at the time of death. This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a -4 penalty to D20 Tests. Every time the target finishes a Long Rest, the penalty is reduced by 1 until it becomes 0.

Casting this spell to revive a creature that has been dead for 365 days or longer taxes you. Until you finish a Long Rest, you can't cast spells again, and you have Disadvantage on D20 Tests.

Reverse Gravity

Level 7 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 100 feet
Components: V, S, M (a lodestone and iron filings)
Duration: Concentration, up to 1 minute

This spell reverses gravity in a 50-foot-radius, 100-foot high Cylinder centered on a point within range. All creatures and objects in that area that aren't anchored to the ground fall upward and reach the top of the Cylinder. A creature can make a Dexterity saving throw to grab a fixed object it can reach, thus avoiding the fall upward.

If a ceiling or an anchored object is encountered in this upward fall, creatures and objects strike it just as they would during a downward fall. If an affected creature or object reaches the Cylinder's top without striking anything, it hovers there for the duration. When the spell ends, affected objects and creatures fall downward.

Revivify

Level 3 Necromancy (Cleric, Druid, Paladin, Ranger)

Casting Time: Action
Range: Touch
Components: V, S, M (a diamond worth 300+ GP, which the spell consumes)
Duration: Instantaneous

You touch a creature that has died within the last minute. That creature revives with 1 Hit Point. This spell can't revive a creature that has died of old age, nor does it restore any missing body parts.

Rope Trick

Level 2 Transmutation (Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a segment of rope)
Duration: 1 hour

You touch a rope. One end of it hovers upward until the rope hangs perpendicular to the ground or the rope reaches a ceiling. At the rope's upper end, an Invisible 3-foot-by-5-foot portal opens to an extradimensional space that lasts until the spell ends. That space can be reached by climbing the rope, which can be pulled into or dropped out of it.

The space can hold up to eight Medium or smaller creatures. Attacks, spells, and other effects can't pass into or out of the space, but creatures inside it can see through the portal. Anything inside the space drops out when the spell ends.

The *Scrying* spell helps a gnome Bard keep in touch with friends and family around the world.

SACRED FLAME

Evocation Cantrip (Cleric)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 Radiant damage. The target gains no benefit from Half Cover or Three-Quarters Cover for this save.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

SANCTUARY

Level 1 Abjuration (Cleric)

Casting Time: Bonus Action
Range: 30 feet
Components: V, S, M (a shard of glass from a mirror)
Duration: 1 minute

You ward a creature within range. Until the spell ends, any creature who targets the warded creature with an attack roll or a damaging spell must succeed on a Wisdom saving throw or either choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from areas of effect. The spell ends if the warded creature makes an attack roll, casts a spell, or deals damage.

SCORCHING RAY

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You hurl three fiery rays. You can hurl them at one target within range or at several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 Fire damage.

Using a Higher-Level Spell Slot. You create one additional ray for each spell slot level above 2.

SCRYING

Level 5 Divination (Bard, Cleric, Druid, Warlock, Wizard)

Casting Time: 10 minutes
Range: Self
Components: V, S, M (a focus worth 1,000+ GP, such as a crystal ball, mirror, or water-filled font)
Duration: Concentration, up to 10 minutes

You can see and hear a creature you choose that is on the same plane of existence as you. The target makes a Wisdom saving throw, which is modified (see the tables below) by how well you know the target and the sort of physical connection you have to it. The target doesn't know what it is making the save against, only that it feels uneasy.

Your Knowledge of the Target Is ...	Save Modifier
Secondhand (heard of the target)	+5
Firsthand (met the target)	+0
Extensive (know the target well)	−5

You Have the Target's ...	Save Modifier
Picture or other likeness	−2
Garment or other possession	−4
Body part, lock of hair, or bit of nail	−10

On a successful save, the target isn't affected, and you can't use this spell on it again for 24 hours.

On a failed save, the spell creates an Invisible, intangible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. If something can see the sensor, it appears as a luminous orb about the size of your fist.

Instead of targeting a creature, you can target a location you have seen. When you do so, the sensor appears at that location and doesn't move.

SEARING SMITE

Level 1 Evocation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike
Range: Self
Component: V
Duration: 1 minute

As you hit the target, it takes an extra 1d6 Fire damage from the attack. At the start of each of its turns until the spell ends, the target takes 1d6 Fire damage and then makes a Constitution saving throw. On a failed save, the spell continues. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. All the damage increases by 1d6 for each spell slot level above 1.

SEE INVISIBILITY

Level 2 Divination (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a pinch of talc)
Duration: 1 hour

For the duration, you see creatures and objects that have the Invisible condition as if they were visible, and you can see into the Ethereal Plane. Creatures and objects there appear ghostly.

SEEMING

Level 5 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: 8 hours

You give an illusory appearance to each creature of your choice that you can see within range. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

You can give the same appearance or different ones to the targets. The spell can change the appearance of the targets' bodies and equipment. You can make each creature seem 1 foot shorter or taller and appear heavier or lighter. A target's new appearance must have the same basic arrangement of limbs as the target, but the extent of the illusion is otherwise up to you. The spell lasts for the duration.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat.

A creature that takes the Study action to examine a target can make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

SENDING

Level 3 Divination (Bard, Cleric, Wizard)

Casting Time: Action
Range: Unlimited
Components: V, S, M (a copper wire)
Duration: Instantaneous

You send a short message of 25 words or fewer to a creature you have met or a creature described to you by someone who has met it. The target hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables targets to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive. You know if the delivery fails.

Upon receiving your message, a creature can block your ability to reach it again with this spell for 8 hours. If you try to send another message during that time, you learn that you are blocked, and the spell fails.

Rival mages use *Shapechange* to transform into a beholder and a behir during a magical duel.

MICHAEL BROUSSARD

SEQUESTER

Level 7 Transmutation (Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (gem dust worth 5,000+ GP, which the spell consumes)
Duration: Until dispelled

With a touch, you magically sequester an object or a willing creature. For the duration, the target has the Invisible condition and can't be targeted by Divination spells, detected by magic, or viewed remotely with magic.

If the target is a creature, it enters a state of suspended animation; it has the Unconscious condition, doesn't age, and doesn't need food, water, or air.

You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.

SHAPECHANGE

Level 9 Transmutation (Druid, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a jade circlet worth 1,500+ GP)
Duration: Concentration, up to 1 hour

You shape-shift into another creature for the duration or until you take a Magic action to shape-shift into a different eligible form. The new form must be of a creature that has a Challenge Rating no higher than your level or Challenge Rating. You must have seen the sort of creature before, and it can't be a Construct or an Undead.

When you shape-shift, you gain a number of Temporary Hit Points equal to the Hit Points of the form. The spell ends early if you have no Temporary Hit Points left.

Your game statistics are replaced by the stat block of the chosen form, but you retain your creature type; alignment; personality; Intelligence, Wisdom, and Charisma scores; Hit Points; Hit Point Dice; proficiencies; and ability to communicate. If you have the Spellcasting feature, you retain it too.

Upon shape-shifting, you determine whether your equipment drops to the ground or changes in size and shape to fit the new form while you're in it.

Shatter

Level 2 Evocation (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a chip of mica)
Duration: Instantaneous

A loud noise erupts from a point of your choice within range. Each creature in a 10-foot-radius Sphere centered there makes a Constitution saving throw, taking 3d8 Thunder damage on a failed save or half as much damage on a successful one. A Construct has Disadvantage on the save.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

Shield

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the *Magic Missile* spell
Range: Self
Components: V, S
Duration: 1 round

An imperceptible barrier of magical force protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *Magic Missile*.

Shield of Faith

Level 1 Abjuration (Cleric, Paladin)

Casting Time: Bonus Action
Range: 60 feet
Components: V, S, M (a prayer scroll)
Duration: Concentration, up to 10 minutes

A shimmering field surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Shillelagh

Transmutation Cantrip (Druid)

Casting Time: Bonus Action
Range: Self
Components: V, S, M (mistletoe)
Duration: 1 minute

A Club or Quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. If the attack deals damage, it can be Force damage or the weapon's normal damage type (your choice).

The spell ends early if you cast it again or if you let go of the weapon.

Cantrip Upgrade. The damage die changes when you reach levels 5 (d10), 11 (d12), and 17 (2d6).

Shining Smite

Level 2 Transmutation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Component: V
Duration: Concentration, up to 1 minute

The target hit by the strike takes an extra 2d6 Radiant damage from the attack. Until the spell ends, the target sheds Bright Light in a 5-foot radius, attack rolls against it have Advantage, and it can't benefit from the Invisible condition.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

Shocking Grasp

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Instantaneous

Lightning springs from you to a creature that you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d8 Lightning damage, and it can't make Opportunity Attacks until the start of its next turn.

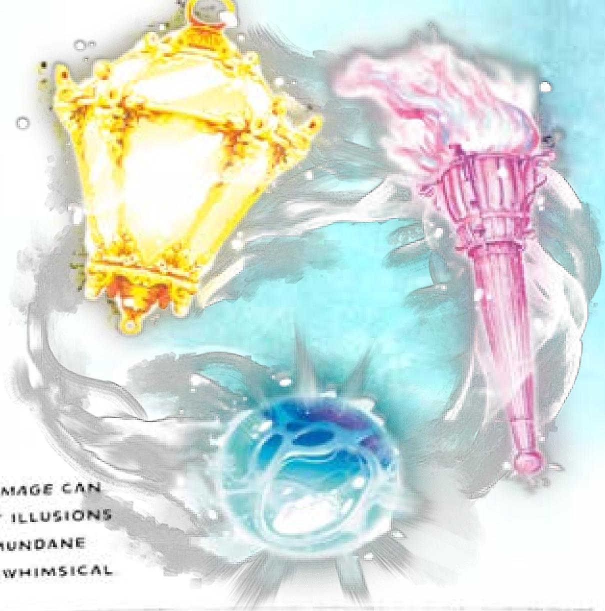
Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Silence

Level 2 Illusion (Bard, Cleric, Ranger)

Casting Time: Action or Ritual
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius Sphere centered on a point you choose within range. Any creature or object entirely inside the Sphere has Immunity to Thunder damage, and creatures have the Deafened condition while entirely inside it. Casting a spell that includes a Verbal component is impossible there.



Silent Image can concoct illusions of the mundane and the whimsical

Silent Image

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot Cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

As a Magic action, you can cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, since things can pass through it. A creature that takes a Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Simulacrum

Level 7 Illusion (Wizard)

Casting Time: 12 hours
Range: Touch
Components: V, S, M (powdered ruby worth 1,500+ GP, which the spell consumes)
Duration: Until dispelled

You create a simulacrum of one Beast or Humanoid that is within 10 feet of you for the entire casting of the spell. You finish the casting by touching both the creature and a pile of ice or snow that is the same size as that creature, and the pile turns into the simulacrum, which is a creature. It uses the game statistics of the original creature at the time of casting, except it is a Construct, its Hit Point maximum is half as much, and it can't cast this spell.

The simulacrum is Friendly to you and creatures you designate. It obeys your commands and acts on your turn in combat. The simulacrum can't gain levels, and it can't take Short or Long Rests.

If the simulacrum takes damage, the only way to restore its Hit Points is to repair it as you take a Long Rest, during which you expend components worth 100 GP per Hit Point restored. The simulacrum must stay within 5 feet of you for the repair.

The simulacrum lasts until it drops to 0 Hit Points, at which point it reverts to snow and melts away. If you cast this spell again, any simulacrum you created with this spell is instantly destroyed.

Sleep

Level 1 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a pinch of sand or rose petals)
Duration: Concentration, up to 1 minute

Each creature of your choice in a 5-foot-radius Sphere centered on a point within range must succeed on a Wisdom saving throw or have the Incapacitated condition until the end of its next turn, at which point it must repeat the save. If the target fails the second save, the target has the Unconscious condition for the duration. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect.

Creatures that don't sleep, such as elves, or that have Immunity to the Exhaustion condition automatically succeed on saves against this spell.

Sleet Storm

Level 3 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 150 feet
Components: V, S, M (a miniature umbrella)
Duration: Concentration, up to 1 minute

Until the spell ends, sleet falls in a 40-foot-tall, 20-foot-radius Cylinder centered on a point you choose within range. The area is Heavily Obscured, and exposed flames in the area are doused.

Ground in the Cylinder is Difficult Terrain. When a creature enters the Cylinder for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or have the Prone condition and lose Concentration.

Slow

Level 3 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a drop of molasses)
Duration: Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's Speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance the spell fails as a result of the target making the spell's gestures too slowly.

An affected target repeats the save at the end of each of its turns, ending the spell on itself on a success.

Sorcerous Burst

Cantrip Evocation (Sorcerer)

Casting Time: Action
Range: 120 feet
Component: V, S
Duration: Instantaneous

You cast sorcerous energy at one creature or object within range. Make a ranged attack roll against the target. On a hit, the target takes 1d8 damage of a type you choose: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder.

If you roll an 8 on a d8 for this spell, you can roll another d8, and add it to the damage. When you cast this spell, the maximum number of these d8s you can add to the spell's damage equals your spellcasting ability modifier.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Spare the Dying

Necromancy Cantrip (Cleric, Druid)

Casting Time: Action
Range: 15 feet
Components: V, S
Duration: Instantaneous

Choose a creature within range that has 0 Hit Points and isn't dead. The creature becomes Stable.

Cantrip Upgrade. The range doubles when you reach levels 5 (30 feet), 11 (60 feet), and 17 (120 feet).

A HUMAN DRUID USES *SPEAK WITH ANIMALS* TO CHAT WITH HIS BEST BEAR FRIEND.

Speak with Animals

Level 1 Divination (Bard, Druid, Ranger, Warlock)

Casting Time: Action or Ritual
Range: Self
Components: V, S
Duration: 10 minutes

For the duration, you can comprehend and verbally communicate with Beasts, and you can use any of the Influence action's skill options with them.

Most Beasts have little to say about topics that don't pertain to survival or companionship, but at minimum, a Beast can give you information about nearby locations and monsters, including whatever it has perceived within the past day.

Speak with Dead

Level 3 Necromancy (Bard, Cleric, Wizard)

Casting Time: Action
Range: 10 feet
Components: V, S, M (burning incense)
Duration: 10 minutes

You grant the semblance of life to a corpse of your choice within range, allowing it to answer questions you pose. The corpse must have a mouth, and this spell fails if the deceased creature was Undead when it died. The spell also fails if the corpse was the target of this spell within the past 10 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are antagonistic toward it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

SPEAK WITH PLANTS

Level 3 Transmutation (Bard, Druid, Ranger)

Casting Time: Action
Range: Self
Components: V, S
Duration: 10 minutes

You imbue plants in an immobile 30-foot Emanation with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn Difficult Terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into Difficult Terrain that lasts for the duration.

The spell doesn't enable plants to uproot themselves and move about, but they can move their branches, tendrils, and stalks for you.

If a Plant creature is in the area, you can communicate with it as if you shared a common language.

SPIDER CLIMB

Level 2 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a drop of bitumen and a spider)
Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and along ceilings, while leaving its hands free. The target also gains a Climb Speed equal to its Speed.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level about 2.

SPIKE GROWTH

Level 2 Transmutation (Druid, Ranger)

Casting Time: Action
Range: 150 feet
Components: V, S, M (seven thorns)
Duration: Concentration, up to 10 minutes

The ground in a 20-foot-radius Sphere centered on a point within range sprouts hard spikes and thorns. The area becomes Difficult Terrain for the duration. When a creature moves into or within the area, it takes 2d4 Piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area when the spell is cast must take a Search action and succeed on a Wisdom (Perception or Survival) check against your spell save DC to recognize the terrain as hazardous before entering it.

SPIRIT GUARDIANS

Level 3 Conjuration (Cleric)

Casting Time: Action
Range: Self
Components: V, S, M (a prayer scroll)
Duration: Concentration, up to 10 minutes

Protective spirits flit around you in a 15-foot Emanation for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate creatures to be unaffected by it. Any other creature's Speed is halved in the Emanation, and whenever the Emanation enters a creature's space and whenever a creature enters the Emanation or ends its turn there, the creature must make a Wisdom saving throw. On a failed save, the creature takes 3d8 Radiant damage (if you are good or neutral) or 3d8 Necrotic damage (if you are evil). On a successful save, the creature takes half as much damage. A creature makes this save only once per turn.

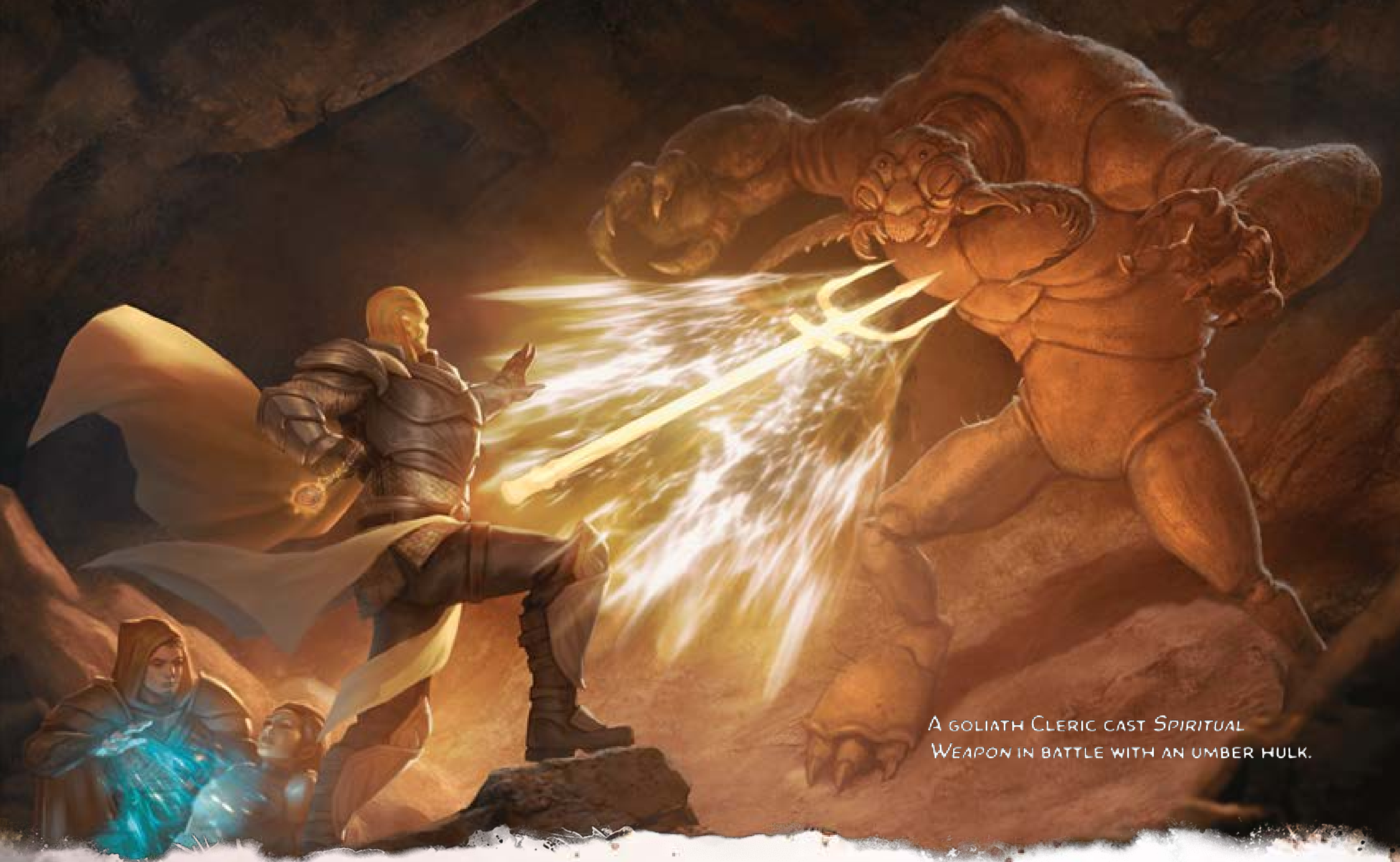
Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 3.

SPIRITUAL WEAPON

Level 2 Evocation (Cleric)

Casting Time: Bonus Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a floating, spectral force that resembles a weapon of your choice and lasts for the duration.



A goliath Cleric cast *Spiritual Weapon* in battle with an umber hulk.

Justine Cruz

The force appears within range in a space of your choice, and you can immediately make one melee spell attack against one creature within 5 feet of the force. On a hit, the target takes Force damage equal to 1d8 plus your spellcasting ability modifier.

As a Bonus Action on your later turns, you can move the force up to 20 feet and repeat the attack against a creature within 5 feet of it.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for every slot level above 2.

Staggering Smite

Level 4 Enchantment (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Component: V
Duration: Instantaneous

The target takes an extra 4d6 Psychic damage from the attack, and the target must succeed on a Wisdom saving throw or have the Stunned condition until the end of your next turn.

Using a Higher-Level Spell Slot. The extra damage increases by 1d6 for each spell slot level above 4.

Starry Wisp

Evocation Cantrip (Bard, Druid)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You launch a mote of light at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Radiant damage, and until the end of your next turn, it emits Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Steel Wind Strike

Level 5 Conjuration (Ranger, Wizard)

Casting Time: Action
Range: 30 feet
Components: S, M (a Melee weapon worth 1+ SP)
Duration: Instantaneous

You flourish the weapon used in the casting and then vanish to strike like the wind. Choose up to five creatures you can see within range. Make a melee spell attack against each target. On a hit, a target takes 6d10 Force damage.

You then teleport to an unoccupied space you can see within 5 feet of one of the targets.

Stinking Cloud

Level 3 Conjuration (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a rotten egg)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius Sphere of yellow, nauseating gas centered on a point within range. The cloud is Heavily Obscured. The cloud lingers in the air for the duration or until a strong wind (such as the one created by *Gust of Wind*) disperses it.

Each creature that starts its turn in the Sphere must succeed on a Constitution saving throw or have the Poisoned condition until the end of the current turn. While Poisoned in this way, the creature can't take an action or a Bonus Action.

Stone Shape

Level 4 Transmutation (Cleric, Druid, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (soft clay)

Duration: Instantaneous

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape you like. For example, you could shape a large rock into a weapon, statue, or coffer, or you could make a small passage through a wall that is 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Stoneskin

Level 4 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (diamond dust worth 100+ GP, which the spell consumes)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch has Resistance to Bludgeoning, Piercing, and Slashing damage.

Storm of Vengeance

Level 9 Conjuration (Druid)

Casting Time: Action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 minute

A churning storm cloud forms for the duration, centered on a point within range and spreading to a radius of 300 feet. Each creature under the cloud when it appears must succeed on a Constitution saving throw or take 2d6 Thunder damage and have the Deafened condition for the duration.

At the start of each of your later turns, the storm produces different effects, as detailed below.

Turn 2. Acidic rain falls. Each creature and object under the cloud takes 4d6 Acid damage.

Turn 3. You call six bolts of lightning from the cloud to strike six different creatures or objects beneath it. Each target makes a Dexterity saving throw, taking 10d6 Lightning damage on a failed save or half as much damage on a successful one.

Turn 4. Hailstones rain down. Each creature under the cloud takes 2d6 Bludgeoning damage.

Turns 5–10. Gusts and freezing rain assail the area under the cloud. Each creature there takes 1d6 Cold damage. Until the spell ends, the area is Difficult Terrain and Heavily Obscured, ranged attacks with weapons are impossible there, and strong wind blows through the area.

Suggestion

Level 2 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

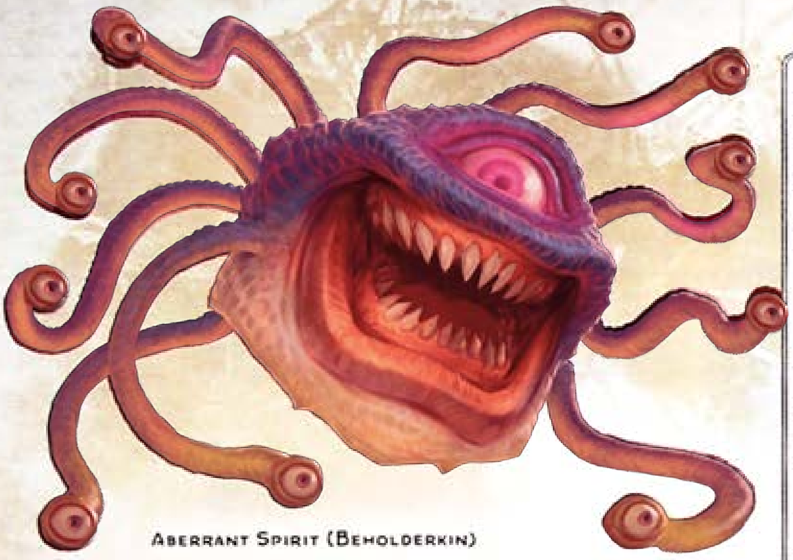
Range: 30 feet

Components: V, M (a drop of honey)

Duration: Concentration, up to 8 hours

You suggest a course of activity—described in no more than 25 words—to one creature you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to the target or it allies. For example, you could say, "Fetch the key to the cult's treasure vault, and give the key to me." Or you could say, "Stop fighting, leave this library peacefully, and don't return."

The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. The Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for the target upon completing it.



ABERRANT SPIRIT (BEHOLDERKIN)

SUMMON ABERRATION

Level 4 Conjuration (Warlock, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a pickled tentacle and an eyeball in a platinum-inlaid vial worth 400+ GP)
Duration: Concentration, up to 1 hour

You call forth an aberrant spirit. It manifests in an unoccupied space that you can see within range and uses the **Aberrant Spirit** stat block. When you cast the spell, choose Beholderkin, Mind Flayer, or Slaad. The creature resembles an Aberration of that kind, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, it shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

ABERRANT SPIRIT

Medium Aberration, Neutral

AC 11 + the spell's level
HP 40 + 10 for each spell level above 4
Speed 30 ft.; Fly 30 ft. (hover; Beholderkin only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	10	+0	+0	**CON**	15	+2	+2
INT	16	+3	+3	**WIS**	10	+0	+0	**CHA**	6	−2	−2

Immunities Psychic
Senses Darkvision 60 ft., Passive Perception 10
Languages Deep Speech, understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Regeneration (Slaad Only). The spirit regains 5 Hit Points at the start of its turn if it has at least 1 Hit Point.

Whispering Aura (Mind Flayer Only). At the start of each of the spirit's turns, the spirit emits psionic energy if it doesn't have the Incapacitated condition. *Wisdom Saving Throw:* DC equals your spell save DC, each creature (other than you) within 5 feet of the spirit. *Failure:* 2d6 Psychic damage.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Claw (Slaad Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d10 + 3 + the spell's level Slashing damage, and the target can't regain Hit Points until the start of the spirit's next turn.

Eye Ray (Beholderkin Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 150 ft. *Hit:* 1d8 + 3 + the spell's level Psychic damage.

Psychic Slam (Mind Flayer Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 3 + the spell's level Psychic damage.

SUMMON BEAST

Level 2 Conjuration (Druid, Ranger)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a feather, tuft of fur, and fish tail inside a gilded acorn worth 200+ GP)
Duration: Concentration, up to 1 hour

You call forth a bestial spirit. It manifests in an unoccupied space that you can see within range and uses the **Bestial Spirit** stat block. When you cast the spell, choose an environment: Air, Land, or Water. The creature resembles an animal of your choice that is native to the chosen environment, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Summon Celestial

Level 5 Conjuration (Cleric, Paladin)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a reliquary worth 500+ GP)
Duration: Concentration, up to 1 hour

You call forth a Celestial spirit. It manifests in an angelic form in an unoccupied space that you can see within range and uses the **Celestial Spirit** stat block. When you cast the spell, choose Avenger or Defender. Your choice determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Celestial Spirit (Avenger)

Bestial Spirit

Small Beast, Neutral

AC 11 + the spell's level
HP 20 (Air only) or 30 (Land and Water only) + 5 for each spell level above 2
Speed 30 ft.; Climb 30 ft. (Land only); Fly 60 ft. (Air only); Swim 30 ft. (Water only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	11	+0	+0	**Con**	16	+3	+3
Int	4	−3	−3	**Wis**	14	+2	+2	**Cha**	5	−3	−3

Senses Darkvision 60 ft., Passive Perception 12
Languages understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Flyby (Air Only). The spirit doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Pack Tactics (Land and Water Only). The spirit has Advantage on an attack roll against a creature if at least one of the spirit's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Water Breathing (Water Only). The spirit can breathe only underwater.

Actions

Multiattack. The spirit makes a number of Rend attacks equal to half this spell's level (round down).

Rend. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 4 + the spell's level Piercing damage.

Celestial Spirit

Large Celestial, Neutral

AC 11 + the spell's level + 2 (Defender only)
HP 40 + 10 for each spell level above 5
Speed 30 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	14	+2	+2	**Con**	16	+3	+3
Int	10	+0	+0	**Wis**	14	+2	+2	**Cha**	16	+3	+3

Resistances Radiant
Immunities Charmed, Frightened
Senses Darkvision 60 ft., Passive Perception 12
Languages Celestial, understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

Actions

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Radiant Bow (Avenger Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 600 ft. *Hit:* 2d6 + 2 + the spell's level Radiant damage.

Radiant Mace (Defender Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d10 + 3 + the spell's level Radiant damage, and the spirit can choose itself or another creature it can see within 10 feet of the target. The chosen creature gains 1d10 Temporary Hit Points.

Healing Touch (1/Day). The spirit touches another creature. The target regains Hit Points equal to 2d8 + the spell's level.

Summon Construct

Level 4 Conjuration (Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a lockbox worth 400+ GP)
Duration: Concentration, up to 1 hour

You call forth the spirit of a Construct. It manifests in an unoccupied space that you can see within range and uses the **Construct Spirit** stat block. When you cast the spell, choose a material: Clay, Metal, or Stone. The creature resembles an animate statue (you determine the appearance) made of the chosen material, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Summon Dragon

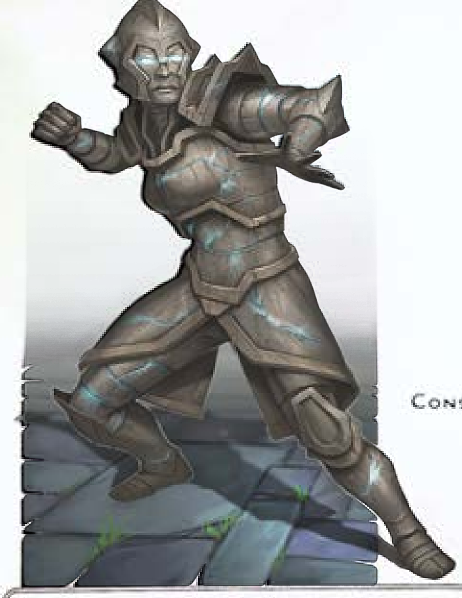
Level 5 Conjuration (Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (an object with the image of a dragon engraved on it worth 500+ GP)
Duration: Concentration, up to 1 hour

You call forth a Dragon spirit. It manifests in an unoccupied space that you can see within range and uses the **Draconic Spirit** stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.



Construct Spirit (Stone)

Construct Spirit

Medium Construct, Neutral

AC 13 + the spell's level
HP 40 + 15 for each spell level above 4
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	10	+0	+0	**Con**	18	+4	+4
Int	14	+2	+2	**Wis**	11	+0	+0	**Cha**	5	−3	−3

Resistances Poison
Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Heated Body (Metal Only). A creature that hits the spirit with a melee attack or that starts its turn in a grapple with the spirit takes 1d10 Fire damage.

Stony Lethargy (Stone Only). When a creature starts its turn within 10 feet of the spirit, the spirit can target it with magical energy if the spirit can see it. *Wisdom Saving Throw:* DC equals your spell save DC, the target. *Failure:* Until the start of its next turn, the target can't make Opportunity Attacks, and its Speed is halved.

Actions

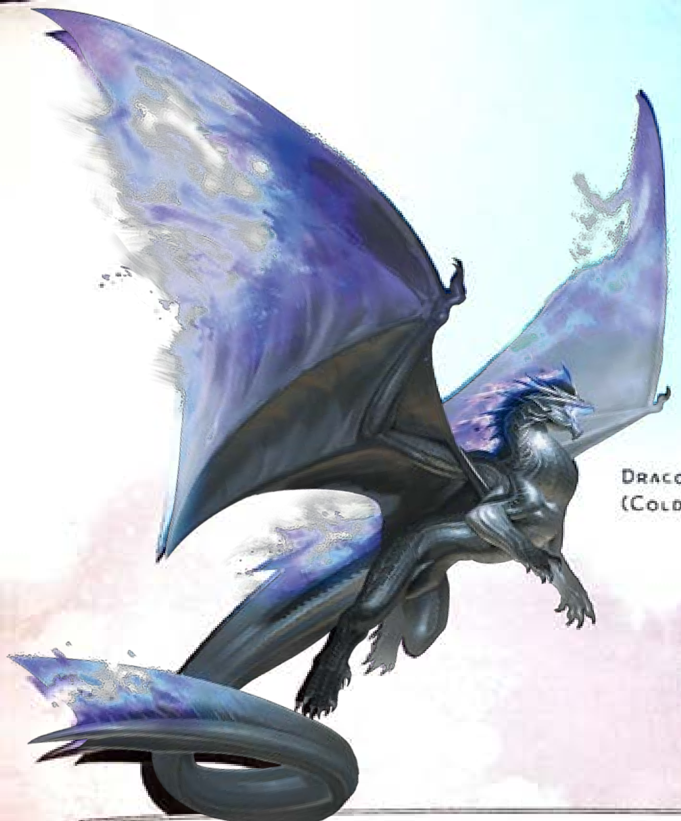
Multiattack. The spirit makes a number of Slam attacks equal to half this spell's level (round down).

Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 4 + the spell's level Bludgeoning damage.

Reactions

Berserk Lashing (Clay Only). *Trigger:* The spirit takes damage from a creature. *Response:* The spirit makes a Slam attack against that creature if possible, or the spirit moves up to half its Speed toward that creature without provoking Opportunity Attacks.

HECTOR ORTIZ



Draconic Spirit (Cold)

Draconic Spirit

Large Dragon, Neutral

AC 14 + the spell's level
HP 50 + 10 for each spell level above 5
Speed 30 ft., Fly 60 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	14	+2	+2	**Con**	17	+3	+3
Int	10	+0	+0	**Wis**	14	+2	+2	**Cha**	14	+2	+2

Resistances Acid, Cold, Fire, Lightning, Poison
Immunities Charmed, Frightened, Poisoned
Senses Blindsight 30 ft., Darkvision 60 ft., Passive Perception 12
Languages Draconic, understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Shared Resistances. When you summon the spirit, choose one of its Resistances. You have Resistance to the chosen damage type until the spell ends.

Actions

Multiattack. The spirit makes a number of Rend attacks equal to half the spell's level (round down), and it uses Breath Weapon.

Rend. *Melee Attack:* Bonus equals your spell attack modifier, reach 10 feet. *Hit:* 1d6 + 4 + the spell's level Piercing damage.

Breath Weapon. *Dexterity Saving Throw:* DC equals your spell save DC, each creature in a 30-foot Cone. *Failure:* 2d6 damage of a type this spirit has Resistance to (your choice when you cast the spell). *Success:* Half damage.

SUMMON ELEMENTAL

Level 4 Conjuration (Druid, Ranger, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (air, a pebble, ash, and water inside a gold-inlaid vial worth 400+ GP)
Duration: Concentration, up to 1 hour

You call forth an Elemental spirit. It manifests in an unoccupied space that you can see within range and uses the **Elemental Spirit** stat block. When you cast the spell, choose an element: Air, Earth, Fire, or Water. The creature resembles a bipedal form wreathed in the chosen element, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Elemental Spirit

Medium Elemental, Neutral

AC 11 + the spell's level
HP 50 + 10 for each spell level above 4
Speed 40 ft.; Burrow 40 ft. (Earth only); Fly 40 ft. (hover; Air only); Swim 40 ft. (Water only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	17	+3	+3
Int	4	−3	−3	**Wis**	10	+0	+0	**Cha**	16	+3	+3

Resistances Acid (Water only), Lightning and Thunder (Air only), Piercing and Slashing (Earth only)
Immunities Fire (Fire only), Poison; Exhaustion, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Primordial, understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Amorphous Form (Air, Fire, and Water Only). The spirit can move through a space as narrow as 1 inch wide without it counting as Difficult Terrain.

Actions

Multiattack. The spirit makes a number of Slam attacks equal to half this spell's level (round down).

Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d10 + 4 + the spell's level Bludgeoning (Earth only), Cold (Water only), Lightning (Air only), or Fire (Fire only) damage.

A Ranger casts *Summon Fey*, conjuring a fuming fey spirit to confront a marauding merrow.

SUMMON FEY

Level 3 Conjuration (Druid, Ranger, Warlock, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a gilded flower worth 300+ GP)
Duration: Concentration, up to 1 hour

You call forth a Fey spirit. It manifests in an unoccupied space that you can see within range and uses the **Fey Spirit** stat block. When you cast the spell, choose a mood: Fuming, Mirthful, or Tricksy. The creature resembles a Fey creature of your choice marked by the chosen mood, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

SUMMON FIEND

Level 6 Conjuration (Warlock, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a bloody vial worth 600+ GP)
Duration: Concentration, up to 1 hour

You call forth a fiendish spirit. It manifests in an unoccupied space that you can see within range and uses the **Fiendish Spirit** stat block. When you cast the spell, choose Demon, Devil, or Yugoloth.

FEY SPIRIT

Small Fey, Neutral

AC 12 + the spell's level
HP 30 + 10 for each spell level above 3
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	16	+3	+3	**CON**	14	+2	+2
INT	14	+2	+2	**WIS**	11	+0	+0	**CHA**	16	+3	+3

Immunities Charmed
Senses Darkvision 60 ft., Passive Perception 10
Languages Sylvan, understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

ACTIONS

Multiattack. The spirit makes a number of Fey Blade attacks equal to half this spell's level (round down).

Fey Blade. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 2d6 + 3 + the spell's level Force damage.

BONUS ACTIONS

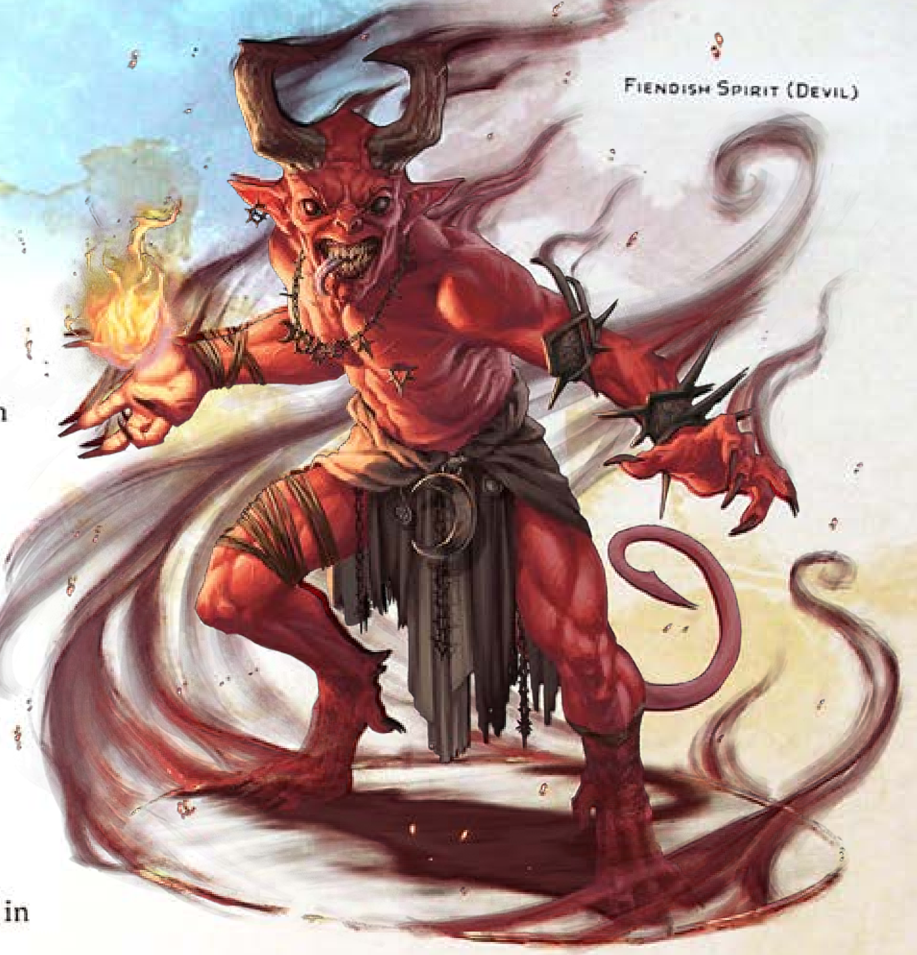
Fey Step. The spirit magically teleports up to 30 feet to an unoccupied space it can see. Then one of the following effects occurs, based on the spirit's chosen mood:

Fuming. The spirit has Advantage on the next attack roll it makes before the end of this turn.
Mirthful. *Wisdom Saving Throw:* DC equals your spell save DC, one creature the spirit can see within 10 feet of itself. *Failure:* The target is Charmed by you and the spirit for 1 minute or until the target takes any damage.
Tricksy. The spirit fills a 10-foot Cube within 5 feet of it with magical Darkness, which lasts until the end of its next turn.

The creature resembles a Fiend of the chosen type, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.



FIENDISH SPIRIT (DEVIL)

FIENDISH SPIRIT

Large Fiend, Neutral

AC 12 + the spell's level
HP 50 (Demon only) or 40 (Devil only) or 60 (Yugoloth only) + 15 for each spell level above 6
Speed 40 ft.; Climb 40 ft. (Demon only); Fly 60 ft. (Devil only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	16	+3	+3	**CON**	15	+2	+2
INT	10	+0	+0	**WIS**	10	+0	+0	**CHA**	16	+3	+3

Resistances Fire
Immunities Poison; Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Abyssal, Infernal, Telepathy 60 ft.
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Death Throes (Demon Only). When the spirit drops to 0 Hit Points or the spell ends, the spirit explodes. *Dexterity Saving Throw:* DC equals your spell save DC, each creature in a 10-foot Emanation originating from the spirit. *Failure:* 2d10 plus this spell's level Fire damage. *Success:* Half damage.

Devil's Sight (Devil Only). Magical Darkness doesn't impede the spirit's Darkvision.

Magic Resistance. The spirit has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Bite (Demon Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d12 + 3 + the spell's level Necrotic damage.

Claws (Yugoloth Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 3 + the spell's level Slashing damage. Immediately after the attack hits or misses, the spirit can teleport up to 30 feet to an unoccupied space it can see.

Fiery Strike (Devil Only). *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 150 ft. *Hit:* 2d6 + 3 + the spell's level Fire damage.

SUMMON UNDEAD

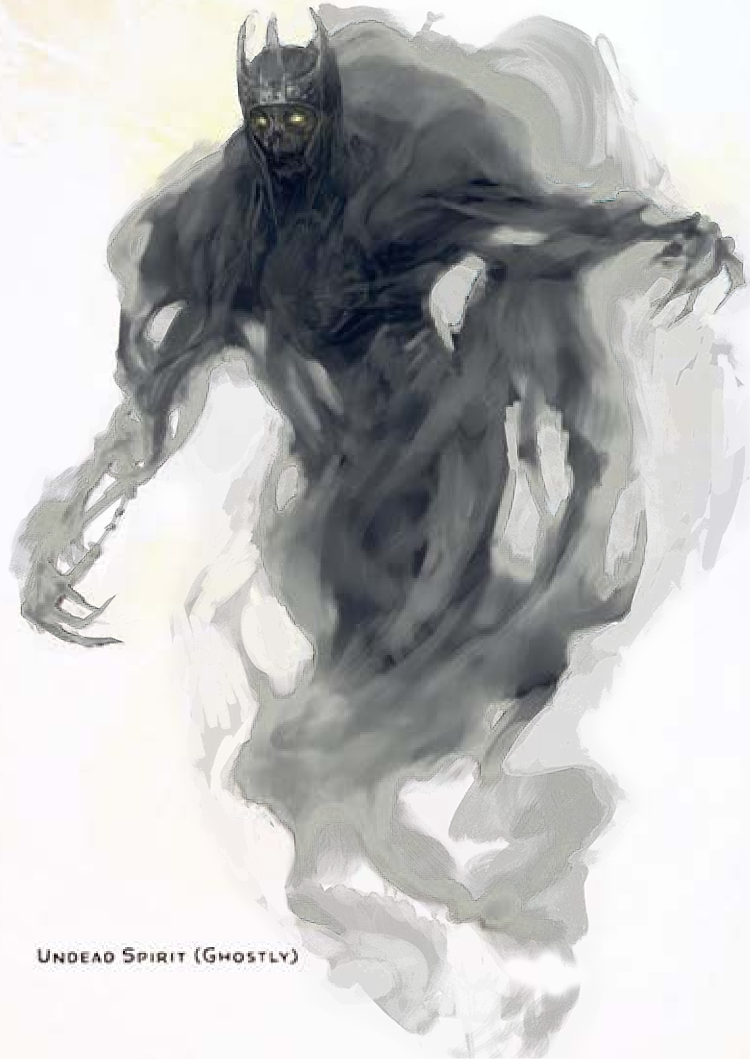
Level 3 Necromancy (Warlock, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a gilded skull worth 300+ GP)
Duration: Concentration, up to 1 hour

You call forth an Undead spirit. It manifests in an unoccupied space that you can see within range and uses the **Undead Spirit** stat block. When you cast the spell, choose the creature's form: Ghostly, Putrid, or Skeletal. The spirit resembles an Undead creature with the chosen form, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.



UNDEAD SPIRIT (GHOSTLY)

UNDEAD SPIRIT

Medium Undead, Neutral

AC 11 + the spell's level
HP 30 (Ghostly and Putrid only) or 20 (Skeletal only) + 10 for each spell level above 3
Speed 30 ft.; Fly 40 ft. (hover; Ghostly only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	12	+1	+1	**DEX**	16	+3	+3	**CON**	15	+2	+2
INT	4	−3	−3	**WIS**	10	+0	+0	**CHA**	9	−1	−1

Immunities Necrotic, Poison; Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Festering Aura (Putrid Only). *Constitution Saving Throw:* DC equals your spell save DC, any creature (other than you) that starts its turn within a 5-foot Emanation originating from the spirit. *Failure:* The creature has the Poisoned condition until the start of its next turn.

Incorporeal Passage (Ghostly Only). The spirit can move through other creatures and objects as if they were Difficult Terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 Force damage for every 5 feet traveled.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Deathly Touch (Ghostly Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 3 + the spell's level Necrotic damage, and the target has the Frightened condition until the end of its next turn.

Grave Bolt (Skeletal Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 150 ft. *Hit:* 2d4 + 3 + the spell's level Necrotic damage.

Rotting Claw (Putrid Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d6 + 3 + the spell's level Slashing damage. If the target has the Poisoned condition, it has the Paralyzed condition until the end of its next turn.

SUNBEAM

Level 6 Evocation (Cleric, Druid, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a magnifying glass)
Duration: Concentration, up to 1 minute

You launch a sunbeam in a 5-foot-wide, 60-foot-long Line. Each creature in the Line makes a Constitution saving throw. On a failed save, a creature takes 6d8 Radiant damage and has the Blinded condition until the start of your next turn. On a successful save, it takes half as much damage only.

Until the spell ends, you can take a Magic action to create a new Line of radiance.

For the duration, a mote of brilliant radiance shines above you. It sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. This light is sunlight.

SUNBURST

Level 8 Evocation (Cleric, Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 150 feet
Components: V, S, M (a piece of sunstone)
Duration: Instantaneous

Brilliant sunlight flashes in a 60-foot-radius Sphere centered on a point you choose within range. Each creature in the Sphere makes a Constitution saving throw. On a failed save, a creature takes 12d6 Radiant damage and has the Blinded condition for 1 minute. On a successful save, it takes half as much damage only.

A creature Blinded by this spell makes another Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

This spell dispels Darkness in its area that was created by any spell.

SWIFT QUIVER

Level 5 Transmutation (Ranger)

Casting Time: Bonus Action
Range: Self
Components: V, S, M (a Quiver worth 1+ GP)
Duration: Concentration, up to 1 minute

When you cast the spell and as a Bonus Action until it ends, you can make two attacks with a weapon that fires Arrows or Bolts, such as a Longbow or a Light Crossbow. The spell magically creates the ammunition needed for each attack. Each Arrow or Bolt created by the spell deals damage like a nonmagical piece of ammunition of its kind and disintegrates immediately after it hits or misses.

SYMBOL

Level 7 Abjuration (Bard, Cleric, Druid, Wizard)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (powdered diamond worth 1,000+ GP, which the spell consumes)
Duration: Until dispelled or triggered

You inscribe a harmful glyph either on a surface (such as a section of floor or wall) or within an object that can be closed (such as a book or chest). The glyph can cover an area no larger than 10 feet in diameter. If you choose an object, it must remain in place; if it is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly imperceptible and requires a successful Wisdom (Perception) check against your spell save DC to notice.

When you inscribe the glyph, you set its trigger and choose which effect the symbol bears: Death, Discord, Fear, Pain, Sleep, or Stunning. Each one is explained below.

Set the Trigger. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, common triggers include touching or stepping on the glyph, removing another object covering it, or approaching within a certain distance of it. For glyphs inscribed within an object, common triggers include opening that object or seeing the glyph.

You can refine the trigger so that only creatures of certain types activate it (for example, the glyph could be set to affect Aberrations). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

Once triggered, the glyph glows, filling a 60-foot-radius Sphere with Dim Light for 10 minutes, after which time the spell ends. Each creature in the Sphere when the glyph activates is targeted by its effect, as is a creature that enters the Sphere for the first time on a turn or ends its turn there. A creature is targeted only once per turn.

Death. Each target makes a Constitution saving throw, taking 10d10 Necrotic damage on a failed save or half as much damage on a successful save.

Discord. Each target makes a Wisdom saving throw. On a failed save, a target argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has Disadvantage on attack rolls and ability checks.

Fear. Each target must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute. While Frightened, the target must move at least 30 feet away from the glyph on each of its turns, if able.

Pain. Each target must succeed on a Constitution saving throw or have the Incapacitated condition for 1 minute.

Sleep. Each target must succeed on a Wisdom saving throw or have the Unconscious condition for 10 minutes. A creature awakens if it takes damage or if someone takes an action to shake it awake.

Stunning. Each target must succeed on a Wisdom saving throw or have the Stunned condition for 1 minute.

SYNAPTIC STATIC

Level 5 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You cause psychic energy to erupt at a point within range. Each creature in a 20-foot-radius Sphere centered on that point makes an Intelligence saving throw, taking 8d6 Psychic damage on a failed save or half as much damage on a successful one.

On a failed save, a target also has muddled thoughts for 1 minute. During that time, it subtracts 1d6 from all its attack rolls and ability checks, as well as any Constitution saving throws to maintain Concentration. The target makes an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

TASHA'S BUBBLING CAULDRON

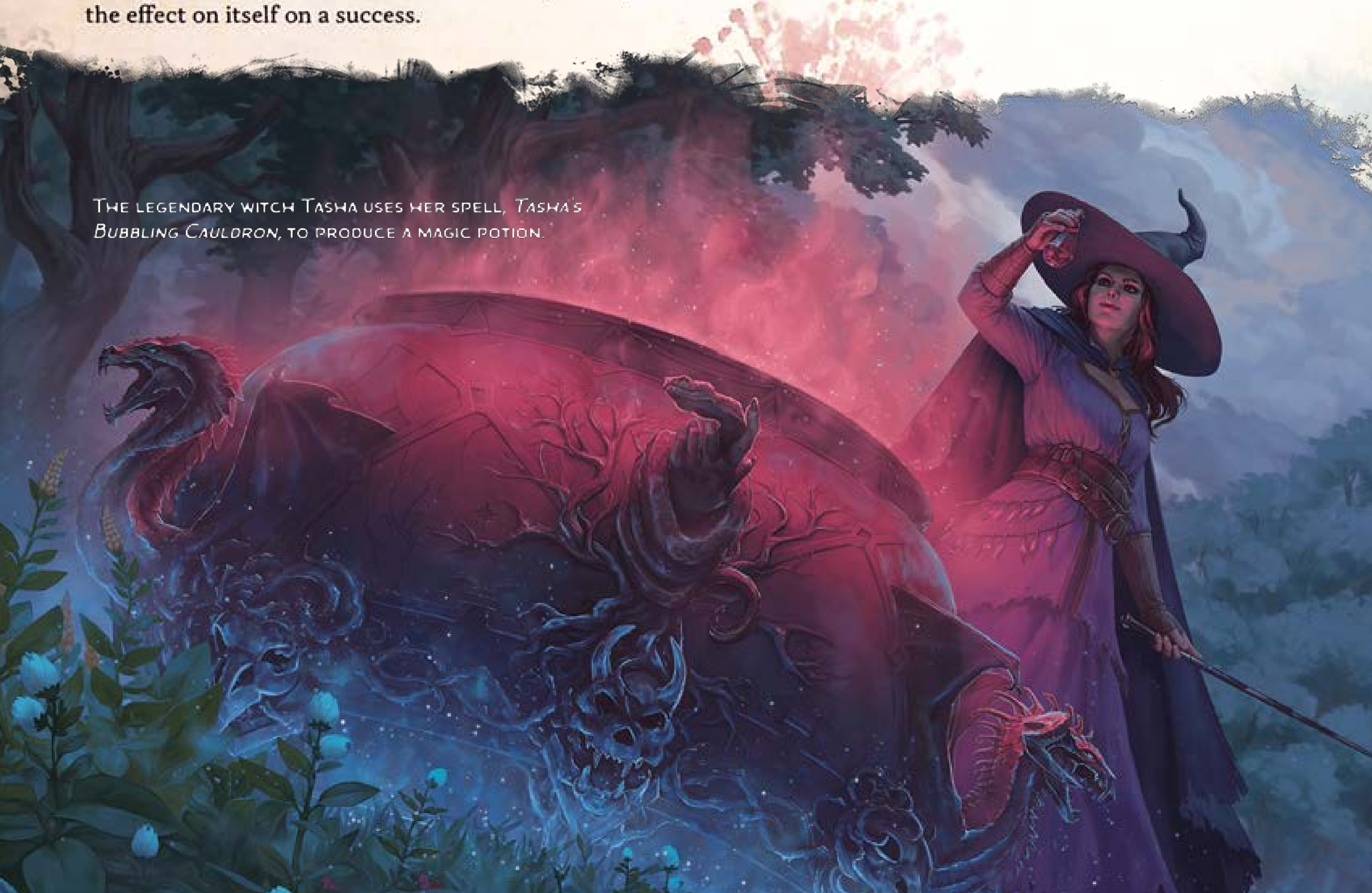
Level 6 Conjuration (Warlock, Wizard)

Casting Time: Action
Range: 5 feet
Component: V, S, M (a gilded ladle worth 500+ GP)
Duration: 10 minutes

You conjure a claw-footed cauldron filled with bubbling liquid. The cauldron appears in an unoccupied space on the ground within 5 feet of you and lasts for the duration. The cauldron can't be moved and disappears when the spell ends, along with the bubbling liquid inside it.

The liquid in the cauldron duplicates the properties of a Common or an Uncommon potion of your choice (such as a *Potion of Healing*). As a Bonus Action, you or an ally can reach into the cauldron and withdraw one potion of that kind. The potion is contained in a vial that disappears when the potion is consumed. The cauldron can produce a number of these potions equal to your spellcasting ability modifier (minimum 1). When the last of these potions is withdrawn from the cauldron, the cauldron disappears, and the spell ends.

Potions obtained from the cauldron that aren't consumed disappear when you cast this spell again.



THE LEGENDARY WITCH TASHA USES HER SPELL, *TASHA'S BUBBLING CAULDRON,* TO PRODUCE A MAGIC POTION.

Tasha's Hideous Laughter

Level 1 Enchantment (Bard, Warlock, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a tart and a feather)
Duration: Concentration, up to 1 minute

One creature of your choice that you can see within range makes a Wisdom saving throw. On a failed save, it has the Prone and Incapacitated conditions for the duration. During that time, it laughs uncontrollably if it's capable of laughter, and it can't end the Prone condition on itself.

At the end of each of its turns and each time it takes damage, it makes another Wisdom saving throw. The target has Advantage on the save if the save is triggered by damage. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level about 1.

Telekinesis

Level 5 Transmutation (Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell and as a Magic action on your later turns before the spell ends, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

THE LEGENDARY WITCH TASHA USES HER SPELL, TASHA'S BUBBLING CAULDRON, TO PRODUCE A MAGIC POTION.

Creature. You can try to move a Huge or smaller creature. The target must succeed on a Strength saving throw, or you move it up to 30 feet in any direction within the spell's range. Until the end of your next turn, the creature has the Restrained condition, and if you lift it into the air, it is suspended there. It falls at the end of your next turn unless you use this option on it again and it fails the save.

Object. You can try to move a Huge or smaller object. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction within the spell's range.

If the object is worn or carried by a creature, that creature must succeed on a Strength saving throw, or you pull the object away and move it up to 30 feet in any direction within the spell's range.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Telepathy

Level 8 Divination (Wizard)

Casting Time: Action
Range: Unlimited
Components: V, S, M (a pair of linked silver rings)
Duration: 24 hours

You create a telepathic link between yourself and a willing creature with which you are familiar. The creature can be anywhere on the same plane of existence as you. The spell ends if you or the target are no longer on the same plane.

Until the spell ends, you and the target can instantly share words, images, sounds, and other sensory messages with each other through the link, and the target recognizes you as the creature it is communicating with. The spell enables a creature to understand the meaning of your words and any sensory messages you send to it.

Teleport

Level 7 Conjuration (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 10 feet
Components: V
Duration: Instantaneous

This spell instantly transports you and up to eight willing creatures that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be Large or smaller, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls 1d100 and consults the Teleportation Outcome table and the explanations after it.

TELEPORTATION OUTCOME

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent circle	—	—	—	01–00
Linked object	—	—	—	01–00
Very familiar	01–05	06–13	14–24	25–00
Seen casually	01–33	34–43	44–53	54–00
Viewed once or described	01–43	44–53	54–73	74–00
False destination	01–50	51–00	—	—

Familiarity. Here are the meanings of the terms in the table's Familiarity column:

- "Permanent circle" means a permanent teleportation circle whose sigil sequence you know.
- "Linked object" means you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library.
- "Very familiar" is a place you have visited often, a place you have carefully studied, or a place you can see when you cast the spell.
- "Seen casually" is a place you have seen more than once but with which you aren't very familiar.
- "Viewed once or described" is a place you have seen once, possibly using magic, or a place you know through someone else's description, perhaps from a map.
- "False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a location that no longer exists.

Mishap. The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 Force damage, and the DM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Similar Area. You and your group (or the target object) appear in a different area that's visually or thematically similar to the target area. You appear in the closest similar place. If you are heading for your home laboratory, for example, you might appear in another person's laboratory in the same city.

Off Target. You and your group (or the target object) appear 2d12 miles away from the destination in a random direction. Roll 1d8 for the direction: 1, east; 2, southeast; 3, south; 4, southwest; 5, west; 6, northwest; 7, north; or 8, northeast.

On Target. You and your group (or the target object) appear where you intended.

TELEPORTATION CIRCLE

Level 5 Conjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 minute
Range: 10 feet
Components: V, M (rare inks worth 50+ GP, which the spell consumes)
Duration: 1 round

As you cast the spell, you draw a 5-foot-radius circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guildhalls, and other important places have permanent teleportation circles. Each circle includes a unique sigil sequence—a string of runes arranged in a particular pattern.

When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the DM. You might learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can create a permanent teleportation circle by casting this spell in the same location every day for 365 days.

TENSER'S FLOATING DISK

Level 1 Conjuration (Wizard)

Casting Time: Action or Ritual
Range: 30 feet
Components: V, S, M (a drop of mercury)
Duration: 1 hour

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

A Red Wizard of Thay orders skeletal servants to heap riches on the disk of *Tenser's Floating Disk.*

THAUMATURGY

Transmutation Cantrip (Cleric)

Casting Time: Action
Range: 30 feet
Components: V
Duration: Up to 1 minute

You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

Altered Eyes. You alter the appearance of your eyes for 1 minute.

Booming Voice. Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Charisma (Intimidation) checks.

Fire Play. You cause flames to flicker, brighten, dim, or change color for 1 minute.

Invisible Hand. You instantaneously cause an unlocked door or window to fly open or slam shut.

Phantom Sound. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.

Tremors. You cause harmless tremors in the ground for 1 minute.

THORN WHIP

Transmutation Cantrip (Druid)

Casting Time: Action
Range: 30 feet
Components: V, S, M (the stem of a thorny plant)
Duration: Instantaneous

You create a vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. On a hit, the target takes 1d6 Piercing damage, and if it is Large or smaller, you can pull it up to 10 feet closer to you.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

THUNDERCLAP

Evocation Cantrip (Bard, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: S
Duration: Instantaneous

Each creature in a 5-foot Emanation originating from you must succeed on a Constitution saving throw or take 1d6 Thunder damage. The spell's thunderous sound can be heard up to 100 feet away.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

THUNDEROUS SMITE

Level 1 Evocation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike
Range: Self
Component: V
Duration: Instantaneous

Your strike rings with thunder that is audible within 300 feet of you, and the target takes an extra 2d6 Thunder damage from the attack. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and have the Prone condition.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

THUNDERWAVE

Level 1 Evocation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Instantaneous

You unleash a wave of thunderous energy. Each creature in a 15-foot Cube originating from you makes a Constitution saving throw. On a failed save, a creature takes 2d8 Thunder damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage only.

In addition, unsecured objects that are entirely within the Cube are pushed 10 feet away from you, and a thunderous boom is audible within 300 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

TIME STOP

Level 9 Transmutation (Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V
Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during it, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

TOLL THE DEAD

Necromancy Cantrip (Cleric, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point at one creature you can see within range, and the single chime of a dolorous bell is audible within 10 feet of the target. The target must succeed on a Wisdom saving throw or take 1d8 Necrotic damage. If the target is missing any of its Hit Points, it instead takes 1d12 Necrotic damage.

Cantrip Upgrade. The damage increases by one die when you reach levels 5 (2d8 or 2d12), 11 (3d8 or 3d12), and 17 (4d8 or 4d12).

TONGUES

Level 3 Divination (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, M (a miniature ziggurat)
Duration: 1 hour

This spell grants the creature you touch the ability to understand any spoken or signed language that it hears or sees. Moreover, when the target communicates by speaking or signing, any creature that knows at least one language can understand it if that creature can hear the speech or see the signing.

TRANSPORT VIA PLANTS

Level 6 Conjuration (Druid)

Casting Time: Action
Range: 10 feet
Components: V, S
Duration: 1 minute

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

Transport via Plants and *Tree Stride* turn threes into a transporation network.

Tree Stride

Level 5 Conjuration (Druid, Ranger)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability only once on each of your turns. You must end each turn outside a tree.

True Polymorph

Level 9 Transmutation (Bard, Warlock, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)
Duration: Concentration, up to 1 hour

Choose one creature or nonmagical object that you can see within range. The creature shape-shifts into a different creature or a nonmagical object, or the object shape-shifts into a creature (the object must be neither worn nor carried). The transformation lasts for the duration or until the target dies or is destroyed, but if you maintain Concentration on this spell for the full duration, the spell lasts until dispelled.

An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose that has a Challenge Rating equal to or less than the target's Challenge Rating or level. The target's game statistics are replaced by the stat block of the new form, but it retains its Hit Points, Hit Point Dice, alignment, and personality.

The target gains a number of Temporary Hit Points equal to the Hit Points of the new form. The spell ends early on the target if it has no Temporary Hit Points left.

The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment.

Object into Creature. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature has a Challenge Rating of 9 or lower. The creature is Friendly to you and your allies. In combat, it takes its turns immediately after yours, and it obeys your commands.

If the spell lasts more than an hour, you no longer control the creature. It might remain Friendly to you, depending on how you have treated it.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form, as long as the object's size is no larger than the creature's size. The creature's statistics become those of the object, and the creature has no memory of time spent in this form after the spell ends and it returns to normal.

ROB ALEXANDER

True Resurrection

Level 9 Necromancy (Cleric, Druid)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (diamonds worth 25,000+ GP, which the spell consumes)
Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. The creature is revived with all its Hit Points.

This spell closes all wounds, neutralizes any poison, cures all magical contagions, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. If the creature was Undead, it is restored to its non-Undead form.

The spell can provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.

True Seeing

Level 6 Divination (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (mushroom powder worth 25+ GP, which the spell consumes)
Duration: 1 hour

For the duration, the willing creature you touch has Truesight with a range of 120 feet.

True Strike

Divination Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: S, M (a weapon with which you have proficiency and that is worth 1+ CP)
Duration: Instantaneous

Guided by a flash of magical insight, you make one attack with the weapon used in the spell's casting. The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. If the attack deals damage, it can be Radiant damage or the weapon's normal damage type (your choice).

Cantrip Upgrade. Whether you deal Radiant damage or the weapon's normal damage type, the attack deals extra Radiant damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).

Tsunami

Level 8 Conjuration (Druid)

Casting Time: 1 minute
Range: 1 mile
Components: V, S
Duration: Concentration, up to 6 rounds

A wall of water springs into existence at a point you choose within range. You can make the wall up to 300 feet long, 300 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature in its area makes a Strength saving throw, taking 6d10 Bludgeoning damage on a failed save or half as much damage on a successful one.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 Bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage the wall deals on later rounds is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall can move by swimming. Because of the wave's force, though, the creature must succeed on a Strength (Athletics) check against your spell save DC to move at all. If it fails the check, it can't move. A creature that moves out of the wall falls to the ground.

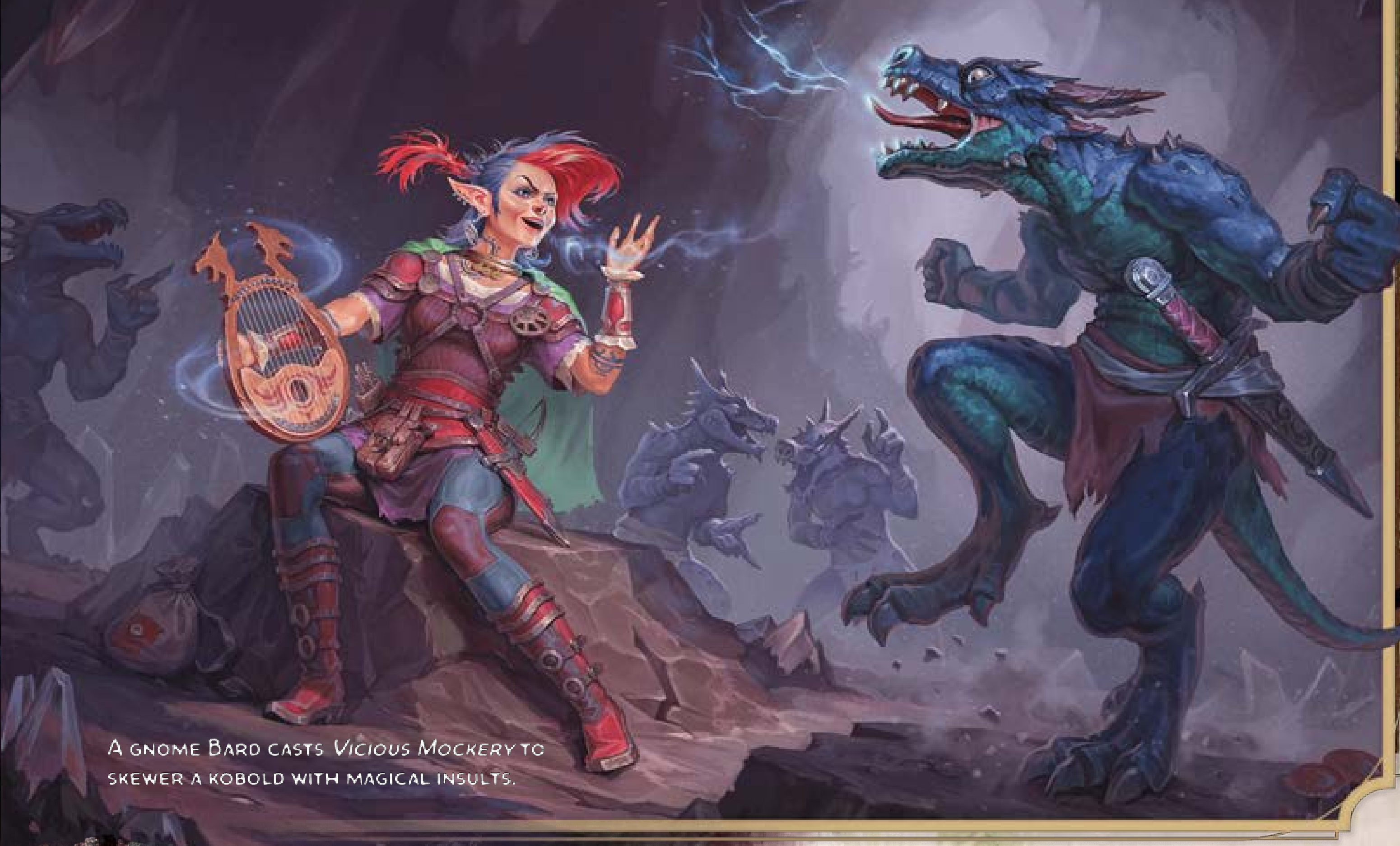
Unseen Servant

Level 1 Conjuration (Bard, Warlock, Wizard)

Casting Time: Action or Ritual
Range: 60 feet
Components: V, S, M (a bit of string and of wood)
Duration: 1 hour

This spell creates an Invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 Hit Point, and a Strength of 2, and it can't attack. If it drops to 0 Hit Points, the spell ends.

Once on each of your turns as a Bonus Action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring



A gnome Bard casts *Vicious Mockery* to skewer a kobold with magical insults.

drinks. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Vampiric Touch

Level 3 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against one creature within reach. On a hit, the target takes 3d6 Necrotic damage, and you regain Hit Points equal to half the amount of Necrotic damage dealt.

Until the spell ends, you can make the attack again on each of your turns as a Magic action, targeting the same creature or a different one.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

IGOR GRECHANYI

Vicious Mockery

Enchantment Cantrip (Bard)

Casting Time: Action
Range: 60 feet
Components: V
Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at one creature you can see or hear within range. The target must succeed on a Wisdom saving throw or take 1d6 Psychic damage and have Disadvantage on the next attack roll it makes before the end of its next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

Vitriolic Sphere

Level 4 Evocation (Sorcerer, Wizard)

Casting Time: Action
Range: 150 feet
Components: V, S, M (a drop of bile)
Duration: Instantaneous

You point at a location within range, and a glowing, 1-foot-diameter ball of acid streaks there and

A tiefling Sorcerer unleashes *Vitriolic Sphere* on nothics.

explodes in a 20-foot-radius Sphere. Each creature in that area makes a Dexterity saving throw. On a failed save, a creature takes 10d4 Acid damage and another 5d4 Acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage only.

Using a Higher-Level Spell Slot. The initial damage increases by 2d4 for each spell slot level above 4.

Wall of Fire

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a piece of charcoal)
Duration: Concentration, up to 1 minute

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature in its area makes a Dexterity saving throw, taking 5d8 Fire damage on a failed save or half as much damage on a successful one.

One side of the wall, selected by you when you cast this spell, deals 5d8 Fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 4.

Wall of Force

Level 5 Evocation (Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a shard of glass)
Duration: Concentration, up to 10 minutes

An Invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a globe with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *Dispel Magic*. A *Disintegrate* spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane and blocks ethereal travel through the wall.

IGNATIUS BUDI

Wall of Ice

Level 6 Evocation (Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a piece of quartz)
Duration: Concentration, up to 10 minutes

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a globe with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side) and makes a Dexterity saving throw, taking 10d6 Cold damage on a failed save or half as much damage on a successful one.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 Hit Points per 10-foot section, and it has Immunity to Cold, Poison, and Psychic damage and Vulnerability to Fire damage. Reducing a 10-foot section of wall to 0 Hit Points destroys it and leaves behind a sheet of frigid air in the space the wall occupied.

A creature moving through the sheet of frigid air for the first time on a turn makes a Constitution saving throw, taking 5d6 Cold damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage the wall deals when it appears increases by 2d6 and the damage from passing through the sheet of frigid air increases by 1d6 for each spell slot level above 6.

Wall of Stone

Level 5 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a cube of granite)
Duration: Concentration, up to 10 minutes

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its Reaction to move up to its Speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on a firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create battlements and the like.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 Hit Points per inch of thickness, and it has Immunity to Poison and Psychic damage. Reducing a panel to 0 Hit Points destroys it and might cause connected panels to collapse at the DM's discretion.

If you maintain your Concentration on this spell for its full duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Wall of Thorns

Level 6 Conjuration (Druid)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a handful of thorns)
Duration: Concentration, up to 10 minutes

You create a wall of tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature in its area makes a Dexterity saving throw, taking 7d8 Piercing damage on a failed save or half as much damage on a successful one.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters a space in the wall on a turn or ends its turn there, the creature makes a Dexterity saving throw, taking 7d8 Slashing damage on a failed save or half as much damage on a successful one. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. Both types of damage increase by 1d8 for each spell slot level above 6.

WARDING BOND

Level 2 Abjuration (Cleric, Paladin)

Casting Time: Action
Range: Touch
Components: V, S, M (a pair of platinum rings worth 50+ GP each, which you and the target must wear for the duration)
Duration: 1 hour

You touch another creature that is willing and create a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has Resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 Hit Points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures.

WATER BREATHING

Level 3 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action or Ritual
Range: 30 feet
Components: V, S, M (a short reed)
Duration: 24 hours

This spell grants up to ten willing creatures of your choice within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

WATER WALK

Level 3 Transmutation (Cleric, Druid, Ranger, Sorcerer)

Casting Time: Action or Ritual
Range: 30 feet
Components: V, S, M (a piece of cork)
Duration: 1 hour

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures of your choice within range gain this ability for the duration.

An affected target must take a Bonus Action to pass from the liquid's surface into the liquid itself and vice versa, but if the target falls into the liquid, the target passes through the surface into the liquid below.

SPELLS LIKE *WATER BREATHING* AND *WATER WALK* ASSIST VISITS TO AQUATIC REALMS.

WEB

Level 2 Conjuration (Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a bit of spiderweb)
Duration: Concentration, up to 1 hour

You conjure a mass of sticky webbing at a point within range. The webs fill a 20-foot Cube there for the duration. The webs are Difficult Terrain, and the area within them is Lightly Obscured.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

The first time a creature enters the webs on a turn or starts its turn there, it must succeed on a Dexterity saving throw or have the Restrained condition while in the webs or until it breaks free.

A creature Restrained by the webs can take an action to make a Strength (Athletics) check against your spell save DC. If it succeeds, it is no longer Restrained.

The webs are flammable. Any 5-foot Cube of webs exposed to fire burns away in 1 round, dealing 2d4 Fire damage to any creature that starts its turn in the fire.

ANDREW MAR

WEIRD

Level 9 Illusion (Warlock, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You try to create illusory terrors in others' minds. Each creature of your choice in a 30-foot-radius Sphere centered on a point within range makes a Wisdom saving throw. On a failed save, a target takes 10d10 Psychic damage and has the Frightened condition for the duration. On a successful save, a target takes half as much damage only.

A Frightened target makes a Wisdom saving throw at the end of each of its turns. On a failed save, it takes 5d10 Psychic damage. On a successful save, the spell ends on that target.

WIND WALK

Level 6 Transmutation (Druid)

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a candle)
Duration: 8 hours

You and up to ten willing creatures of your choice within range assume gaseous forms for the duration, appearing as wisps of cloud. While in this cloud form, a target has a Fly Speed of 300 feet and can hover; it has Immunity to the Prone condition; and it has Resistance to Bludgeoning, Piercing, and Slashing damage. The only actions a target can take in this form are the Dash action or a Magic action to begin reverting to its normal form. Reverting takes 1 minute, during which the target has the Stunned condition. Until the spell ends, the target can revert to cloud form, which also requires a Magic action followed by a 1-minute transformation.

If a target is in cloud form and flying when the effect ends, the target descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, it falls the remaining distance.

WIND WALL

Level 3 Evocation (Druid, Ranger)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a fan and a feather)
Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature in its area makes a Strength saving throw, taking 4d8 Bludgeoning damage on a failed save or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and miss automatically. Boulders hurled by Giants or siege engines, and similar projectiles, are unaffected. Creatures in gaseous form can't pass through it.

WISH

Level 9 Conjuration (Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V
Duration: Instantaneous

Wish is the mightiest spell a mortal can cast. By simply speaking aloud, you can alter reality itself.

The basic use of this spell is to duplicate any other spell of level 8 or lower. If you use it this way, you don't need to meet any requirements to cast that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

Object Creation. You create one object of up to 25,000 GP in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space that you can see on the ground.

Instant Health. You allow yourself and up to twenty creatures that you can see to regain all Hit Points, and you end all effects on them listed in the *Greater Restoration* spell.

Resistance. You grant up to ten creatures that you can see Resistance to one damage type that you choose. This Resistance is permanent.

Spell Immunity. You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours.

Sudden Learning. You replace one of your feats with another feat for which you are eligible. You lose all the benefits of the old feat and gain the benefits of the new one. You can't replace a feat that is a prerequisite for any of your other feats or features.

A halfling Warlock zaps a zombie with the grasping lightning of *Witch Bolt.*

Roll Redo. You undo a single recent event by forcing a reroll of any die roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *Wish* spell could undo an ally's failed saving throw or a foe's Critical Hit. You can force the reroll to be made with Advantage or Disadvantage, and you choose whether to use the reroll or the original roll.

Reshape Reality. You may wish for something not included in any of the other effects. To do so, state your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might be achieved only in part, or you might suffer an unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a Legendary magic item or an Artifact might instantly transport you to the presence of the item's current owner. If your wish is granted and its effects have consequences for a whole community, region, or world, you are likely to attract powerful foes. If your wish would affect a god, the god's divine servants might instantly intervene to prevent it or to encourage you to craft the wish in a particular way. If your wish would undo the multiverse itself, threaten the City of Sigil, or affect the Lady of Pain in any way, you see an image of her in your mind for a moment; she shakes her head, and your wish fails.

The stress of casting *Wish* to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a Long Rest, you take 1d10 Necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength score becomes 3 for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast *Wish* ever again if you suffer this stress.

Witch Bolt

Level 1 Evocation (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a twig struck by lightning)
Duration: Concentration, up to 1 minute

A beam of crackling energy lances toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against it. On a hit, the target takes 2d12 Lightning damage.

On each of your subsequent turns, you can take a Bonus Action to deal 1d12 Lightning damage to the target automatically, even if the first attack missed.

The spell ends if the target is ever outside the spell's range or if it has Total Cover from you.

Using a Higher-Level Spell Slot. The initial damage increases by 1d12 for each spell slot level above 1.

Word of Radiance

Evocation Cantrip (Cleric)

Casting Time: Action
Range: Self
Components: V, M (a sunburst token)
Duration: Instantaneous

Burning radiance erupts from you in a 5-foot Emanation. Each creature of your choice that you can see in it must succeed on a Constitution saving throw or take 1d6 Radiant damage.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

Word of Recall

Level 6 Conjuration (Cleric)

Casting Time: Action
Range: 5 feet
Components: V
Duration: Instantaneous

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a location, such as a temple, as a sanctuary by casting this spell there.

Wrathful Smite

Level 1 Necromancy (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Component: V
Duration: 1 minute

The target takes an extra 1d6 Necrotic damage from the attack, and it must succeed on a Wisdom saving throw or have the Frightened condition until the spell ends. At the end of each of its turns, the Frightened target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

Yolande's Regal Presence

Level 5 Enchantment (Bard, Wizard)

Casting Time: Action
Range: Self
Component: V, S, M (a miniature tiara)
Duration: Concentration, up to 1 minute

You surround yourself with unearthly majesty in a 10-foot Emanation. Whenever the Emanation enters the space of a creature you can see and whenever a creature you can see enters the Emanation or ends its turn there, you can force that creature to make a Wisdom saving throw. On a failed save, the target takes 4d6 Psychic damage and has the Prone condition, and you can push it up to 10 feet away. On a successful save, the target takes half as much damage only. A creature makes this save only once per turn.

Zone of Truth

Level 2 Enchantment (Bard, Cleric, Paladin)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius Sphere centered on a point within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there makes a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether a creature succeeds or fails on this save.

An affected creature is aware of the spell and can avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive yet must be truthful.

APPENDIX A

THE MULTIVERSE

This appendix provides an overview of the multiverse, the overarching reality that encompasses D&D's countless worlds and adventures. These realms are explored in greater detail in the *Dungeon Master's Guide*, along with other planes like the Far Realm, Negative Plane, and Positive Plane.

THE MATERIAL REALMS

The philosophical and elemental forces of reality converge to create the following planes of existence:

Material Plane. Most D&D adventures take place on the Material Plane, which holds the worlds of settings like Dragonlance, Eberron, the Forgotten Realms, and Greyhawk. There's also room for any world your group creates. Magic and physical laws shape this plane's diverse worlds.

Feywild. This vibrant, idealized realm brims with life and emotion, which are most intense in the realm's Domains of Delight.

Shadowfell. This gloom-haunted realm holds grim wastelands, haunted ruins, and the infamous Domains of Dread.

TRANSITIVE PLANES

The transitive planes serve as paths between planes:

Astral Plane. This endless, silvery expanse links the Material Plane and the Outer Planes. Whole civilizations have arisen in this glimmering vastness, while others navigate the magical cosmos in spelljamming vessels.

Ethereal Plane. This ghostly realm connects the Material Plane and the Inner Planes. The region where the Ethereal Plane overlaps with other planes is called the Border Ethereal, a place where creatures can glimpse visions of planes beyond.

THE INNER PLANES

Elemental forces and the building blocks of reality originate from these Inner Planes:

Elemental Plane of Air. Winds blow clouds and floating islands across this boundless sky.

Elemental Plane of Earth. This maze of caverns winds through stone and untold mineral riches.

Elemental Plane of Fire. An everlasting inferno, this realm blazes with life on volcanic islands.

Elemental Plane of Water. This bottomless ocean churns with mysterious sea life.

Elemental Chaos. Here on the fringes of the Inner Planes, elemental forces clash unpredictably.

Para-Elemental Planes. In these borderlands between the Elemental Planes, elemental forces combine into realms of ash, ice, magma, and ooze.

THE OUTER PLANES

Realms where ideas take form and spirits spend their afterlives, the Outer Planes are the homes of immortals. The following locations compose the Outer Planes:

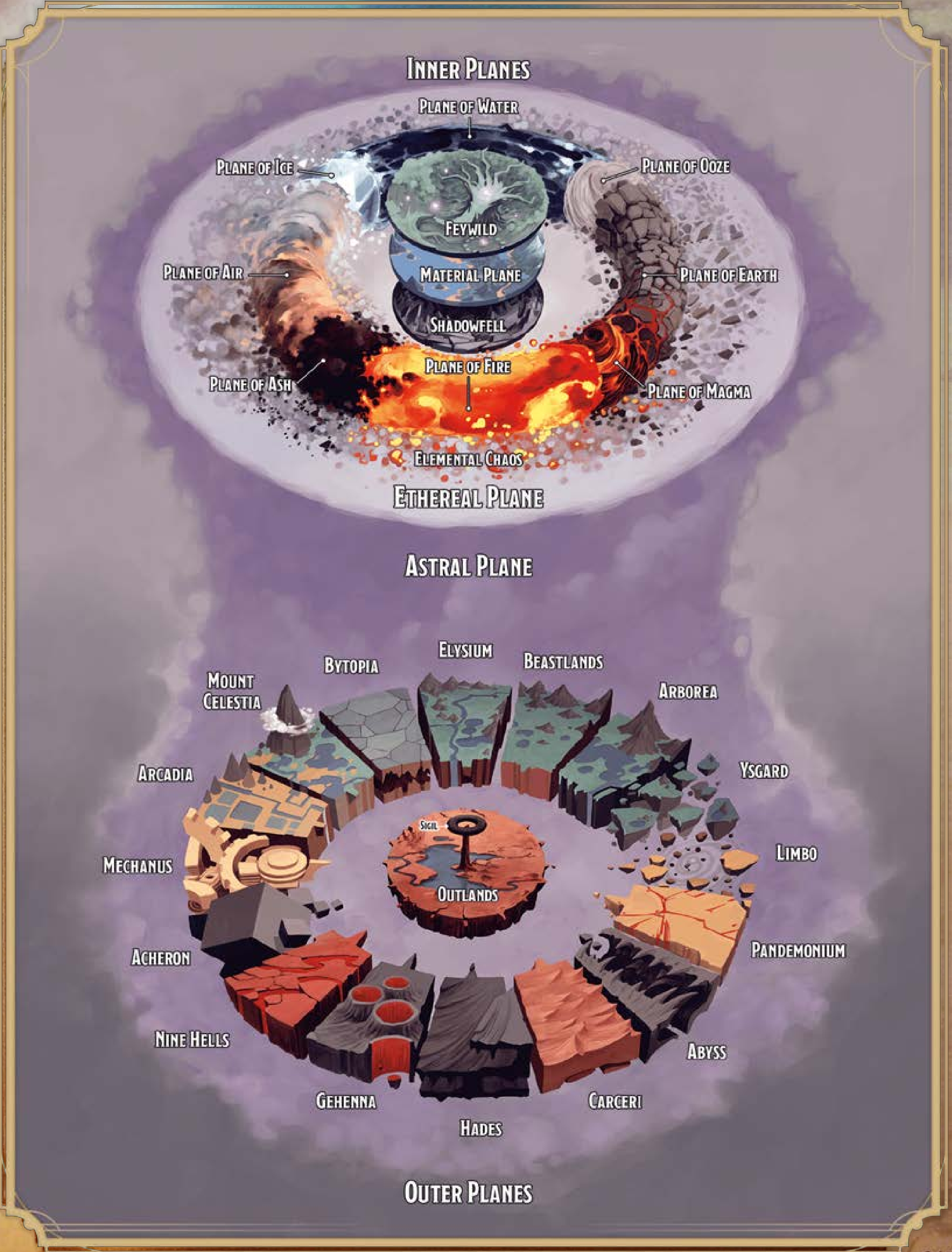
Sigil. Sigil, the City of Doors, is a metropolis rather than a plane at the center of the Outer Planes. Here portals lead throughout the multiverse, and the enigmatic Lady of Pain maintains order.

Outlands. Influences from the other Outer Planes converge in the Outlands, where portals lead to those planes. At the Outlands' center rises the Spire, a pillar atop which floats Sigil.

Other Outer Planes. These planes are listed on the Outer Planes table. Some are paradises, some are nightmare realms, and some are more bizarre. Each is dominated by forces that embody one or more of the alignments described in chapter 2.

OUTER PLANES

Outer Plane	Alignment
Abyss	Chaotic Evil
Acheron	Lawful Evil, Lawful Neutral
Arborea	Chaotic Good
Arcadia	Lawful Good, Lawful Neutral
Beastlands	Chaotic Good, Neutral Good
Bytopia	Lawful Good, Neutral Good
Carceri	Chaotic Evil, Neutral Evil
Elysium	Neutral Good
Gehenna	Lawful Evil, Neutral Evil
Hades	Neutral Evil
Limbo	Chaotic Neutral
Mechanus	Lawful Neutral
Mount Celestia	Lawful Good
Nine Hells	Lawful Evil
Outlands	Neutral
Pandemonium	Chaotic Evil, Chaotic Neutral
Ysgard	Chaotic Good, Chaotic Neutral

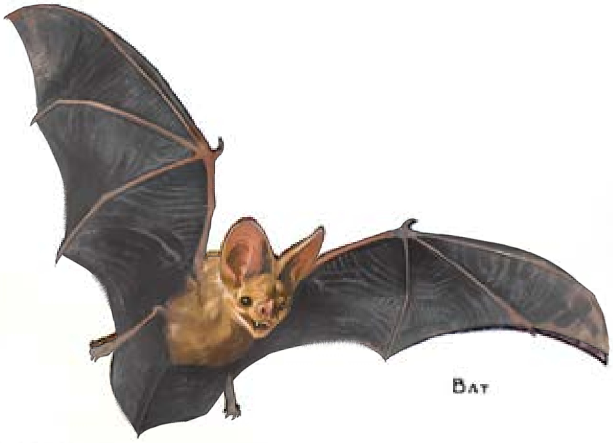

Inner Planes
Plane of Water
Plane of Ice
Plane of Ooze
Feywild
Plane of Air
Material Plane
Plane of Earth
Shadowfell
Plane of Fire
Plane of Ash
Plane of Magma
Elemental Chaos
Ethereal Plane
Astral Plane
Elysium
Bytopia
Beastlands
Mount Celestia
Arborea
Arcadia
Ysgard
Sigil
Limbo
Mechanus
Outlands
Pandemonium
Acheron
Nine Hells
Abyss
Gehenna
Carceri
Hades
Outer Planes

APPENDIX B

CREATURE STAT BLOCKS

This appendix provides stat blocks for creatures mentioned elsewhere in the book, particularly in the class, equipment, and spell chapters. See the rules glossary for how to read a stat block, and see the *Monster Manual* for even more creatures.

The following stat blocks are presented in alphabetical order. When the Dungeon Master uses a stat block, the DM may change details in it.



Bat

APE

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 19 (3d8 + 6)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	14	+2	+2	**Con**	14	+2	+2
Int	6	−2	−2	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Athletics +5, Perception +3
Senses Passive Perception 13
Languages None
CR 1/2 (XP 100; PB +2)

ACTIONS

Multiattack. The ape makes two Fist attacks.

Fist. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage.

Rock (Recharge 6). *Ranged Attack Roll:* +5, range 25/50 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage.

BAT

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 1 (1d4 − 1)
Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	15	+2	+2	**Con**	8	−1	−1
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	4	−3	−3

Senses Blindsight 60 ft., Passive Perception 11
Languages None
CR 0 (XP 10; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

BADGER

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)
HP 5 (1d4 + 3)
Speed 20 ft., Burrow 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	11	+0	+0	**Con**	16	+3	+3
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	5	−3	−3

Skills Perception +3
Resistances Poison
Senses Darkvision 30 ft., Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

BLACK BEAR

Medium Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 19 (3d8 + 6)
Speed 30 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	12	+1	+1	**Con**	14	+2	+2
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +5
Senses Darkvision 60 ft., Passive Perception 15
Languages None
CR 1/2 (XP 100; PB +2)

ACTIONS

Multiattack. The bear makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage.

BOAR

Medium Beast, Unaligned

AC 11
Initiative +0 (10)
HP 13 (2d8 + 4)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	11	+0	+0	**CON**	14	+2	+2
INT	2	−4	−4	**WIS**	9	−1	−1	**CHA**	5	−3	−3

Senses Passive Perception 9
Languages None
CR 1/4 (XP 50; PB +2)

TRAITS

Bloodied Fury. While Bloodied, the boar has Advantage on attack rolls.

ACTIONS

Gore. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the boar moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) Piercing damage and, if it is Large or smaller, has the Prone condition.

BROWN BEAR

Large Beast, Unaligned

AC 11
Initiative +1 (11)
HP 22 (3d10 + 6)
Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	12	+1	+1	**CON**	15	+2	+2
INT	2	−4	−4	**WIS**	13	+1	+1	**CHA**	7	−2	−2

Skills Perception +3
Senses Darkvision 60 ft., Passive Perception 13
Languages None
CR 1 (XP 200; PB +2)

ACTIONS

Multiattack. The bear makes one Bite attack and one Claw attack.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage, and the target has the Prone condition if it is Huge or smaller.

CAT

CAMEL

Large Beast, Unaligned

AC 10
Initiative −1 (9)
HP 17 (2d10 + 6)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	8	−1	−1	**CON**	17	+3	+5
INT	2	−4	−4	**WIS**	11	+0	+0	**CHA**	5	−3	−3

Senses Darkvision 60 ft., Passive Perception 10
Languages None
CR 1/8 (XP 25; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

CAT

Tiny Beast, Unaligned

AC 12
Initiative +2 (12)
HP 2 (1d4)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	−4	−4	**DEX**	15	+2	+4	**CON**	10	+0	+0
INT	3	−4	−4	**WIS**	12	+1	+1	**CHA**	7	−2	−2

Skills Perception +3, Stealth +4
Senses Darkvision 60 ft., Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

TRAITS

Jumper. The cat's jump distance is determined using its Dexterity rather than its Strength.

ACTIONS

Scratch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Slashing damage.

Crocodile

Constrictor Snake

Large Beast, Unaligned

AC 13 **Initiative** +2 (12)
HP 13 (2d10 + 2)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	3	−4	−4

Skills Perception +2, Stealth +4
Senses Blindsight 10 ft., Passive Perception 12
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Constrict. *Strength Saving Throw:* DC 12, one Medium or smaller creature the snake can see within 5 feet. *Failure:* 7 (3d4) Bludgeoning damage, and the target has the Grappled condition (escape DC 12).

Crab

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)
HP 3 (1d4 + 1)
Speed 20 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	11	+0	+0	**Con**	12	+1	+1
Int	1	−5	−5	**Wis**	8	−1	−1	**Cha**	2	−4	−4

Skills Stealth +2
Senses Blindsight 30 ft., Passive Perception 9
Languages None
CR 0 (XP 10; PB +2)

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Crocodile

Large Beast, Unaligned

AC 12 **Initiative** +0 (10)
HP 13 (2d10 + 2)
Speed 20 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	10	+0	+0	**Con**	13	+1	+3
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Skills Stealth +2
Senses Passive Perception 10
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Hold Breath. The crocodile can hold its breath for 1 hour.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage. If the target is Medium or smaller, it has the Grappled condition (escape DC 12). While Grappled, the target has the Restrained condition.

Dire Wolf

Large Beast, Unaligned

AC 14 **Initiative** +2 (12)
HP 22 (3d10 + 6)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	15	+2	+2	**Con**	15	+2	+2
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +5, Stealth +4
Senses Darkvision 60 ft., Passive Perception 15
Languages None
CR 1 (XP 200; PB +2)

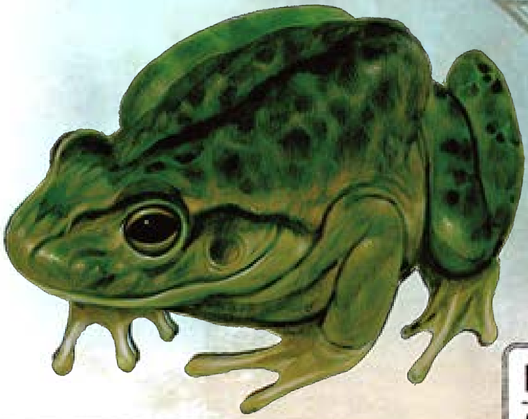
Traits

Pack Tactics. The wolf has Advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage, and the target has the Prone condition if it is Huge or smaller.

LEESHA HANNIGAN



Frog

DRAFT HORSE

Large Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 15 (2d10 + 4)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	10	+0	+0	**CON**	15	+2	+2
INT	2	−4	−4	**WIS**	11	+0	+0	**CHA**	7	−2	−2

Senses Passive Perception 10
Languages None
CR 1/4 (XP 50; PB +2)

ACTIONS

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage.

ELEPHANT

Huge Beast, Unaligned

AC 12 **Initiative** −1 (9)
HP 76 (8d12 + 24)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	22	+6	+6	**DEX**	9	−1	−1	**CON**	17	+3	+3
INT	3	−4	−4	**WIS**	11	+0	+0	**CHA**	6	−2	−2

Senses Passive Perception 10
Languages None
CR 4 (XP 1,100; PB +2)

ACTIONS

Multiattack. The elephant makes two Gore attacks.

Gore. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 15 (2d8 + 6) Piercing damage. If the elephant moved at least 20 feet straight toward the target immediately before the hit, the target also has the Prone condition.

BONUS ACTIONS

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.

ELK

Large Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 11 (2d10)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	10	+0	+0	**CON**	11	+0	+0
INT	2	−4	−4	**WIS**	10	+0	+0	**CHA**	6	−2	−2

Skills Perception +2
Senses Darkvision 60 ft., Passive Perception 12
Languages None
CR 1/4 (XP 50; PB +2)

ACTIONS

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the elk moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) Bludgeoning damage and, if it is Huge or smaller, has the Prone condition.

FROG

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 − 1)
Speed 20 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	−5	−5	**DEX**	13	+1	+1	**CON**	8	−1	−1
INT	1	−5	−5	**WIS**	8	−1	−1	**CHA**	3	−4	−4

Skills Perception +1, Stealth +3
Senses Darkvision 30 ft., Passive Perception 11
Languages None
CR 0 (XP 10; PB +2)

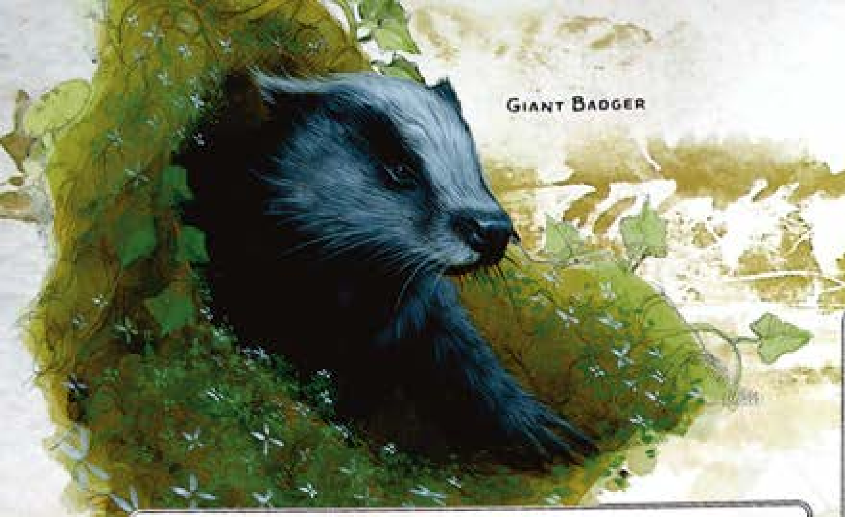
TRAITS

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's Long Jump is up to 10 feet and its High Jump is up to 5 feet with or without a running start.

ACTIONS

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Piercing damage.



GIANT BADGER

Medium Beast, Unaligned

AC 13 **Initiative** +0 (10)
HP 15 (2d8 + 6)
Speed 30 ft., Burrow 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	10	+0	+0	**CON**	17	+3	+3
INT	2	−4	−4	**WIS**	12	+1	+1	**CHA**	5	−3	−3

Skills Perception +3
Resistances Poison
Senses Darkvision 60 ft., Passive Perception 13
Languages None
CR 1/4 (XP 50; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Piercing damage.

GIANT CRAB

Medium Beast, Unaligned

AC 15 **Initiative** +1 (11)
HP 13 (3d8)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	13	+1	+1	**CON**	11	+0	+0
INT	1	−5	−5	**WIS**	9	−1	−1	**CHA**	3	−4	−4

Skills Stealth +3
Senses Blindsight 30 ft., Passive Perception 9
Languages None
CR 1/8 (25 XP; PB +2)

TRAITS

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage. If the target is Medium or smaller, it has the Grappled condition (escape DC 11). The crab has two claws, each of which can grapple one target.

GIANT GOAT

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 19 (3d10 + 3)
Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+5	**DEX**	13	+1	+1	**CON**	12	+1	+1
INT	3	−4	−4	**WIS**	12	+1	+1	**CHA**	6	−2	−2

Skills Perception +3
Senses Darkvision 60 ft., Passive Perception 13
Languages None
CR 1/2 (XP 100; PB +2)

ACTIONS

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the goat moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and, if it is Huge or smaller, has the Prone condition.

GIANT SEAHORSE

Large Beast, Unaligned

AC 14 **Initiative** +1 (11)
HP 16 (3d10)
Speed 5 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	12	+1	+1	**CON**	11	+0	+0
INT	2	−4	−4	**WIS**	12	+1	+1	**CHA**	5	−3	−3

Senses Passive Perception 11
Languages None
CR 1/2 (XP 100; PB +2)

TRAITS

Water Breathing. The seahorse can breathe only underwater.

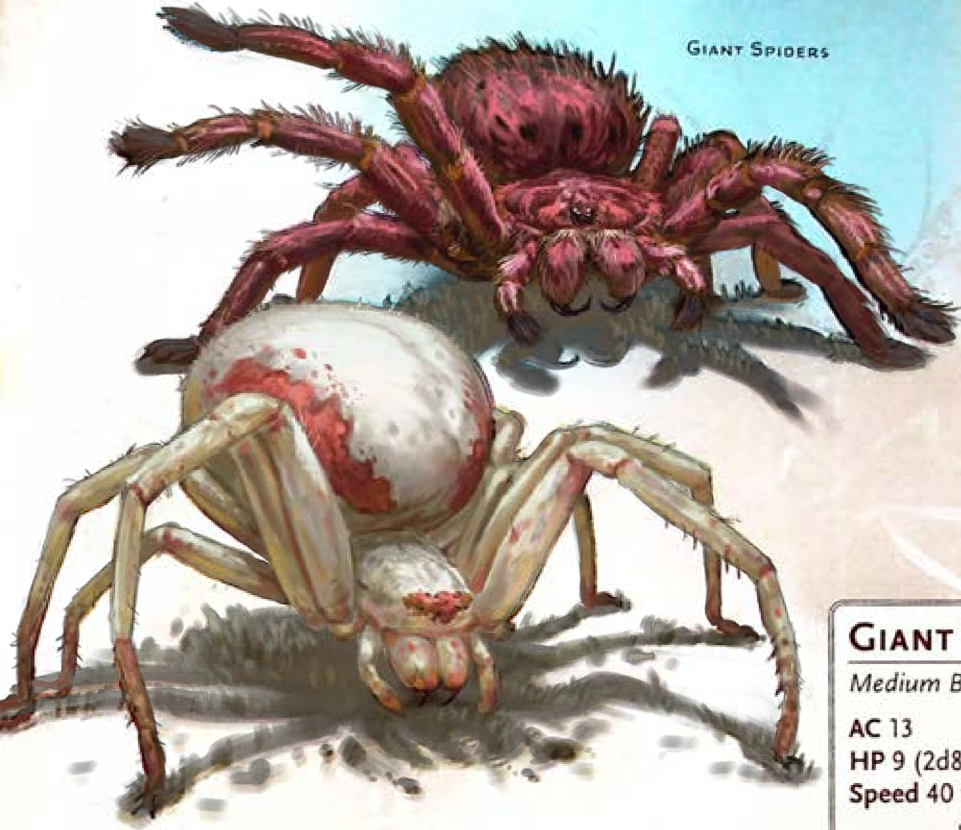
ACTIONS

Ram. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage, or the seahorse deals 11 (2d8 + 2) Bludgeoning damage if it moved at least 20 feet straight toward the target immediately before the hit.

BONUS ACTIONS

Bubble Dash. While underwater, the seahorse moves up to half its Swim Speed without provoking Opportunity Attacks.

WAYNE ENGLAND



Giant Spiders

GIANT SPIDER

Large Beast, Unaligned

AC 14 **Initiative** +3 (13)
HP 26 (4d10 + 4)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	16	+3	+3	**Con**	12	+1	+1
Int	2	−4	−4	**Wis**	11	+0	+0	**Cha**	4	−3	−3

Skills Perception +4, Stealth +7
Senses Darkvision 60 ft., Passive Perception 14
Languages None
CR 1 (XP 200; PB +2)

TRAITS

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 7 (2d6) Poison damage.

Web (Recharge 5–6). *Dexterity Saving Throw:* DC 13, one creature the spider can see within 60 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

Michele Giorgi

GIANT WEASEL

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 9 (2d8)
Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	17	+3	+3	**Con**	10	+0	+0
Int	4	−3	−3	**Wis**	12	+1	+1	**Cha**	5	−3	−3

Skills Acrobatics +5, Perception +3, Stealth +5
Senses Darkvision 60 ft., Passive Perception 13
Languages None
CR 1/8 (XP 25; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

GOAT

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 4 (1d8)
Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+2	**Dex**	10	+0	+0	**Con**	11	+0	+0
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Skills Perception +2
Senses Darkvision 60 ft., Passive Perception 12
Languages None
CR 0 (XP 10; PB +2)

ACTIONS

Ram. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage, or the goat deals 2 (1d4) Bludgeoning damage if it moved at least 20 feet straight toward the target immediately before the hit.

Hawk

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 1 (1d4 − 1)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	5	−3	−3	**Dex**	16	+3	+3	**Con**	8	−1	−1
Int	2	−4	−4	**Wis**	14	+2	+2	**Cha**	6	−2	−2

Skills Perception +6
Senses Passive Perception 16
Languages None
CR 0 (XP 10; PB +2)

Actions

Talons. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Slashing damage.

Imp

Tiny Fiend (Devil), Lawful Evil

AC 13 **Initiative** +3 (13)
HP 21 (6d4 + 6)
Speed 20 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	17	+3	+3	**Con**	13	+1	+1
Int	11	+0	+0	**Wis**	12	+1	+1	**Cha**	14	+2	+2

Skills Deception +4, Insight +3, Stealth +5
Resistances Cold
Immunities Fire, Poison; Poisoned
Senses Darkvision 120 ft., Passive Perception 11
Languages Common, Infernal
CR 1 (XP 200; PB +2)

Traits

Devil's Sight. Magical Darkness doesn't impede the imp's Darkvision.

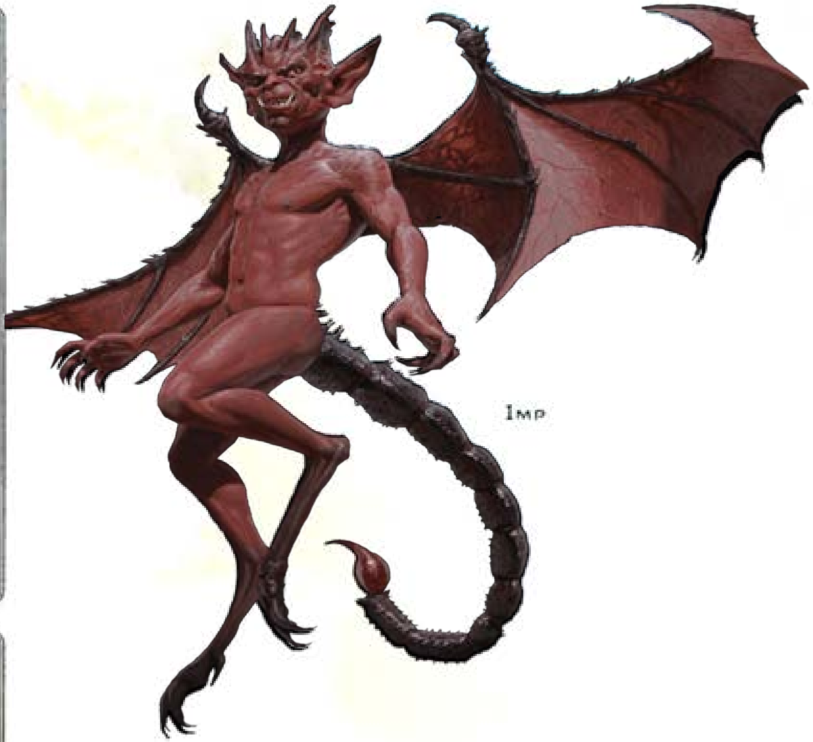
Magic Resistance. The imp has Advantage on saving throws against spells and other magical effects.

Actions

Sting. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage plus 7 (2d6) Poison damage.

Invisibility. The imp casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Shape-Shift. The imp shape-shifts to resemble a rat (Speed 20 ft.), a raven (20 ft., Fly 60 ft.), or a spider (20 ft., Climb 20 ft.), or it returns to its true form. Its statistics are the same in each form, except for its Speed. Any equipment it's wearing or carrying isn't transformed.



Imp

Lion

Large Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 22 (4d10)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	15	+2	+2	**Con**	11	+0	+0
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	8	−1	−1

Skills Perception +3, Stealth +4
Senses Darkvision 60 ft., Passive Perception 13
Languages None
CR 1 (XP 200; PB +2)

Traits

Pack Tactics. The lion has Advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

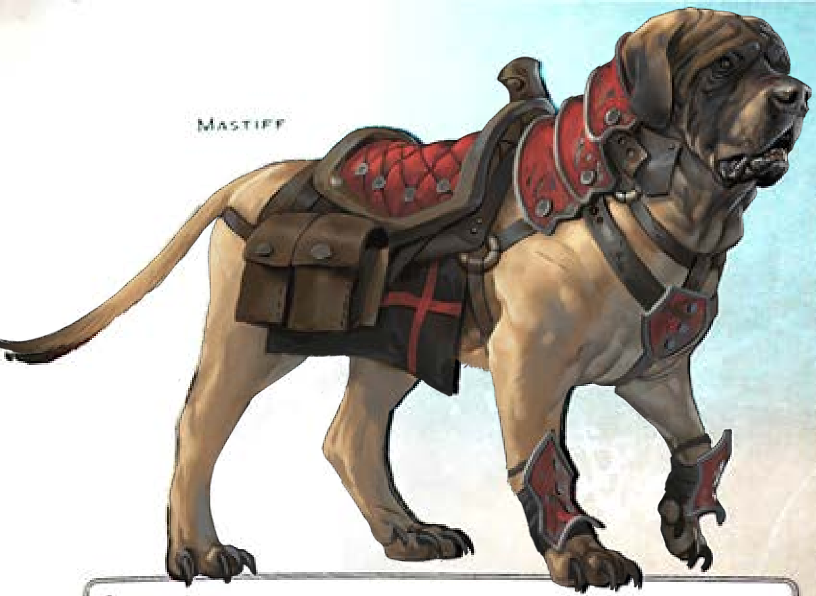
Running Leap. With a 10-foot running start, the lion can Long Jump up to 25 feet.

Actions

Multiattack. The lion makes two Rend attacks. It can replace one of these attacks with a use of Roar.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Roar. *Wisdom Saving Throw:* DC 11, one creature within 15 feet. *Failure:* The target has the Frightened condition until the start of the lion's next turn.



Lizard

Tiny Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 2 (1d4)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	11	+0	+0	**Con**	10	+0	+0
Int	1	−5	−5	**Wis**	8	−1	−1	**Cha**	3	−4	−4

Senses Darkvision 30 ft., Passive Perception 9
Languages None
CR 0 (XP 10; PB +2)

Traits

Spider Climb. The lizard can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Mastiff

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 5 (1d8 + 1)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	3	−4	−4	**Wis**	12	+1	+3	**Cha**	7	−2	−2

Skills Perception +5
Senses Darkvision 60 ft., Passive Perception 15
Languages None
CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage, and the target has the Prone condition if it is Large or smaller.

Mule

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 11 (2d8 + 2)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+4	**Dex**	10	+0	+0	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Senses Passive Perception 10
Languages None
CR 1/8 (XP 25; PB +2)

Traits

Beast of Burden. The mule counts as one size larger for the purpose of determining its carrying capacity.

Actions

Hooves. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

Octopus

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 3 (1d6)
Speed 5 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	4	−3	−3	**Dex**	15	+2	+2	**Con**	11	+0	+0
Int	3	−4	−4	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Skills Perception +2, Stealth +6
Senses Darkvision 30 ft., Passive Perception 12
Languages None
CR 0 (XP 10; PB +2)

Traits

Compression. The octopus can move through a space as narrow as 1 inch without squeezing.

Water Breathing. The octopus can breathe only underwater.

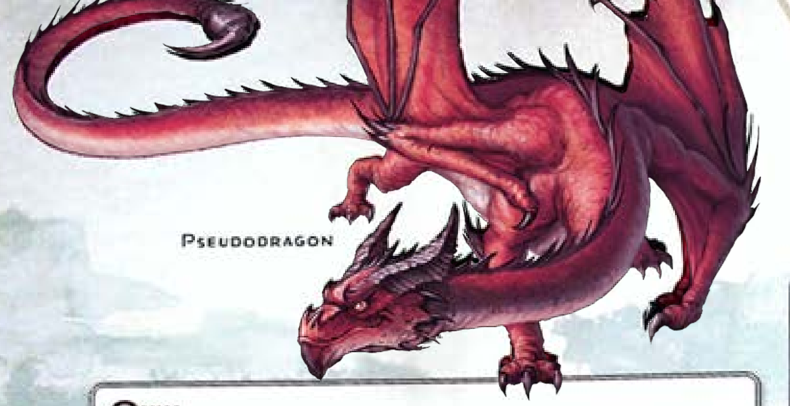
Actions

Tentacles. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Reactions

Ink Cloud (1/Day). *Trigger:* A creature ends its turn within 5 feet of the octopus while underwater. *Response:* The octopus releases ink that fills a 5-foot Cube centered on itself, and the octopus moves up to its Swim Speed. The Cube is Heavily Obscured for 1 minute or until a strong current or similar effect disperses the ink.

CONCEPTOPOLIS



Pseudodragon

Owl

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 – 1)
Speed 5 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	−4	−4	**Dex**	13	+1	+1	**Con**	8	−1	−1
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +5, Stealth +5
Senses Darkvision 120 ft., Passive Perception 15
Languages None
CR 0 (XP 10; PB +2)

Traits

Flyby. The owl doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Actions

Talons. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Slashing damage.

Panther

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 13 (3d8)
Speed 50 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	3	−4	−4	**Wis**	14	+2	+2	**Cha**	7	−2	−2

Skills Perception +4, Stealth +6
Senses Darkvision 60 ft., Passive Perception 14
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Multiattack. The panther makes one Pounce attack and uses Prowl.

Pounce. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage, or the panther deals 7 (2d4 + 2) Slashing damage if it had Advantage on the attack roll.

Prowl. The panther moves up to half its Speed without provoking Opportunity Attacks. At the end of this movement, the panther can take the Hide action.

Pony

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 11 (2d8 + 2)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+4	**Dex**	10	+0	+0	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	11	+0	+0	**Cha**	7	−2	−2

Senses Passive Perception 10
Languages None
CR 1/8 (XP 25; PB +2)

Actions

Hooves. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

Pseudodragon

Tiny Dragon, Neutral Good

AC 14 **Initiative** +2 (12)
HP 10 (3d4 + 3)
Speed 15 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	15	+2	+2	**Con**	13	+1	+1
Int	10	+0	+0	**Wis**	12	+1	+1	**Cha**	10	+0	+0

Skills Perception +5, Stealth +4
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 15
Languages Understands Common and Draconic but can't speak
CR 1/4 (XP 50; PB +2)

Traits

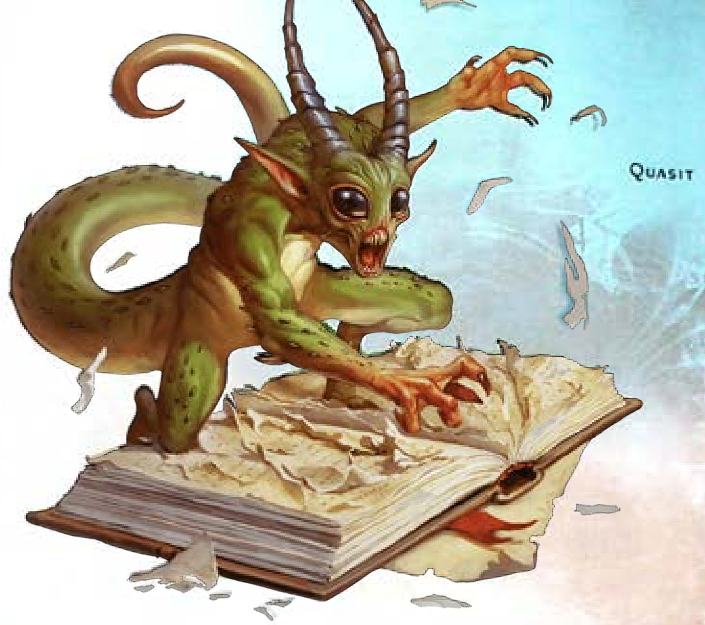
Magic Resistance. The pseudodragon has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The pseudodragon makes two Bite attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Sting. *Constitution Saving Throw:* DC 12, one creature the pseudodragon can see within 5 feet. *Failure:* 5 (2d4 + 2) Poison damage, and the target has the Poisoned condition for 1 hour. *Failure by 5 or More:* The Poisoned target also has the Unconscious condition until it takes damage or another creature takes an action to shake it awake.



Borja Pindado

Quasit

Tiny Fiend (Demon), Chaotic Evil

AC 13 **Initiative** +3 (13)
HP 25 (10d4)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	5	−3	−3	**Dex**	17	+3	+3	**Con**	10	+0	+0
Int	7	−2	−2	**Wis**	10	+0	+0	**Cha**	10	+0	+0

Skills Stealth +5
Resistances Cold, Fire, Lightning
Immunities Poison; Poisoned
Senses Darkvision 120 ft., Passive Perception 10
Languages Abyssal, Common
CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The quasit has Advantage on saving throws against spells and other magical effects.

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage, and the target has the Poisoned condition until the start of the quasit's next turn.

Invisibility. The quasit casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Scare (1/Day). *Wisdom Saving Throw:* DC 10, one creature within 20 feet. *Failure:* The target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Shape-Shift. The quasit shape-shifts to resemble a bat (Speed 10 ft., Fly 40 ft.), a centipede (40 ft., Climb 40 ft.), or a toad (40 ft., Swim 40 ft.), or it returns to its true form. Its statistics are the same in each form, except for its Speed. Any equipment it's wearing or carrying isn't transformed.

Rat

Tiny Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 1 (1d4 – 1)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	11	+0	+0	**Con**	9	−1	−1
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Skills Perception +2
Senses Darkvision 30 ft., Passive Perception 12
Languages None
CR 0 (XP 10; PB +2)

Traits

Agile. The rat doesn't provoke Opportunity Attacks when it moves out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Raven

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 2 (1d4)
Speed 10 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	14	+2	+2	**Con**	10	+0	+0
Int	5	−3	−3	**Wis**	13	+1	+1	**Cha**	6	−2	−2

Skills Perception +3
Senses Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

Traits

Mimicry. The raven can mimic simple sounds it has heard, such as a whisper or chitter. A hearer can discern the sounds are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

Slaad Tadpole

Reef Shark

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 22 (4d8 + 4)
Speed 5 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	15	+2	+2	**Con**	13	+1	+1
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Skills Perception +2
Senses Blindsight 30 ft., Passive Perception 12
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The shark has Advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Piercing damage.

Riding Horse

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 13 (2d10 + 2)
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	13	+1	+1	**Con**	12	+1	+1
Int	2	−4	−4	**Wis**	11	+0	+0	**Cha**	7	−2	−2

Senses Passive Perception 10
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Hooves. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage.

Scorpion

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)
HP 1 (1d4 − 1)
Speed 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	11	+0	+0	**Con**	8	−1	−1
Int	1	−5	−5	**Wis**	8	−1	−1	**Cha**	2	−4	−4

Senses Blindsight 10 ft., Passive Perception 9
Languages None
CR 0 (XP 10; PB +2)

Actions

Sting. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage plus 3 (1d6) Poison damage.

Skeleton

Medium Undead, Lawful Evil

AC 13 **Initiative** +3 (13)
HP 13 (2d8 + 4)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	16	+3	+3	**Con**	15	+2	+2
Int	6	−2	−2	**Wis**	8	−1	−1	**Cha**	5	−3	−3

Vulnerabilities Bludgeoning
Immunities Poison; Exhaustion, Poisoned
Gear Shortbow, Shortsword
Senses Darkvision 60 ft., Passive Perception 9
Languages Understands the languages it knew in life but can't speak
CR 1/4 (XP 50; PB +2)

Actions

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Shortbow. *Ranged Attack Roll:* +5, range 80/320 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

David Astruga

SLAAD TADPOLE

Tiny Aberration, Chaotic Neutral

AC 12 **Initiative** +2 (12)
HP 7 (3d4)
Speed 30 ft., Burrow 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	−2	−2	**DEX**	15	+2	+2	**CON**	10	+0	+0
INT	3	−4	−4	**WIS**	5	−3	−3	**CHA**	3	−4	−4

Skills Stealth +4
Resistances Acid, Cold, Fire, Lightning, Thunder
Senses Darkvision 60 ft., Passive Perception 7
Languages Understands Slaad but can't speak
CR 1/8 (XP 25; PB +2)

TRAITS

Magic Resistance. The slaad has Advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

SPHINX OF WONDER

Tiny Celestial, Lawful Good

AC 13 **Initiative** +3 (13)
HP 24 (7d4 + 7)
Speed 20 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	−2	−2	**DEX**	17	+3	+3	**CON**	13	+1	+1
INT	15	+2	+2	**WIS**	12	+1	+1	**CHA**	11	+0	+0

Skills Arcana +4, Religion +4, Stealth +5
Resistances Necrotic, Psychic, Radiant
Senses Darkvision 60 ft., Passive Perception 11
Languages Celestial, Common
CR 1 (XP 200; PB +2)

TRAITS

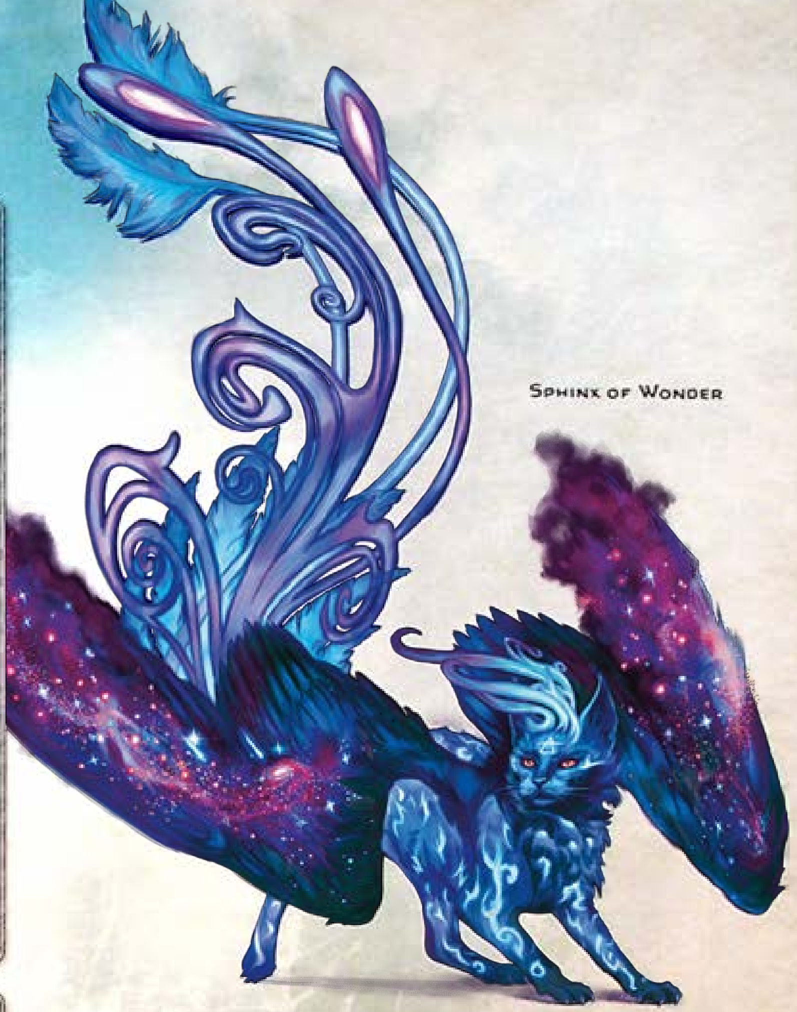
Magic Resistance. The sphinx has Advantage on saving throws against spells and other magical effects.

ACTIONS

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage plus 7 (2d6) Radiant damage.

REACTIONS

Burst of Ingenuity (2/Day). *Trigger:* The sphinx or another creature within 30 feet makes an ability check or a saving throw. *Response:* The sphinx adds 2 to the roll.



SPHINX OF WONDER

DANEEN WILKERSON

SPIDER

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 1 (1d4 − 1)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	2	−4	−4	**DEX**	14	+2	+2	**CON**	8	−1	−1
INT	1	−5	−5	**WIS**	10	+0	+0	**CHA**	2	−4	−4

Skills Stealth +4
Senses Darkvision 30 ft., Passive Perception 10
Languages None
CR 0 (XP 10; PB +2)

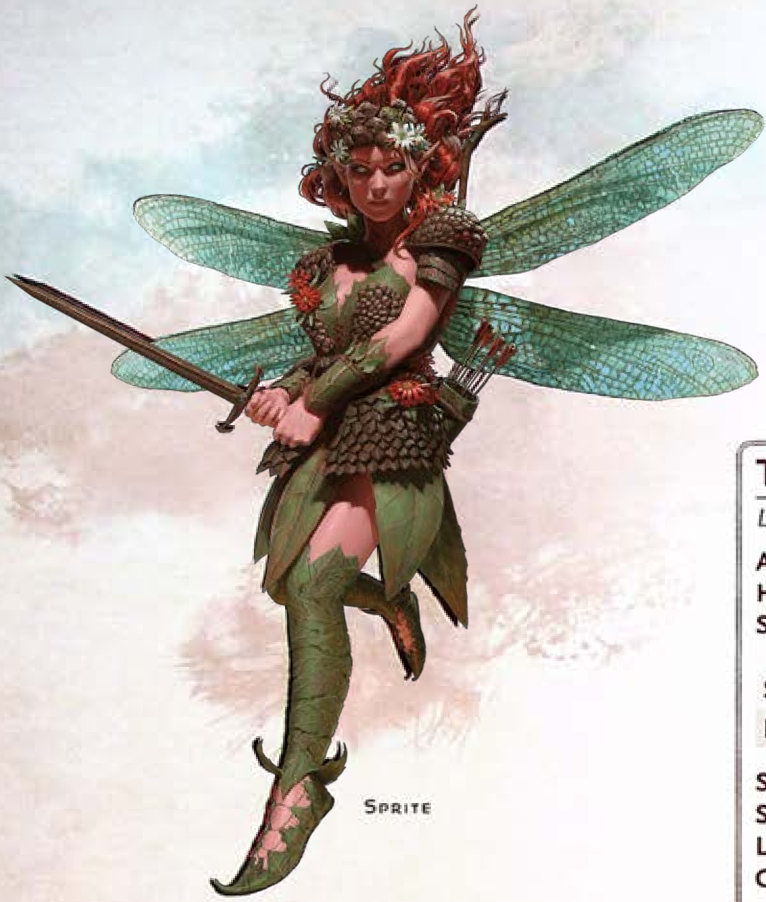
TRAITS

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and the spider knows the location of any other creature in contact with the same web.

ACTIONS

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage plus 2 (1d4) Poison damage.



SPRITE

Sprite

Tiny Fey, Neutral Good

AC 15 **Initiative** +4 (14)
HP 10 (4d4)
Speed 10 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	−4	−4	**Dex**	18	+4	+4	**Con**	10	+0	+0
Int	14	+2	+2	**Wis**	13	+1	+1	**Cha**	11	+0	+0

Skills Perception +3, Stealth +8
Senses Passive Perception 13
Languages Common, Elvish, Sylvan
CR 1/4 (XP 50; PB +2)

Actions

Needle Sword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage.

Enchanting Bow. *Ranged Attack Roll:* +6, range 40/160 ft. *Hit:* 1 Piercing damage, and the target has the Charmed condition until the start of the sprite's next turn.

Heart Sight. *Charisma Saving Throw:* DC 10, one creature within 5 feet the sprite can see. Celestials, Fiends, and Undead automatically fail the save. *Failure:* The sprite knows the target's emotions and alignment.

Invisibility. The sprite casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Tiger

Large Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 22 (3d10 + 6)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	16	+3	+3	**Con**	14	+2	+2
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	8	−1	−1

Skills Perception +3, Stealth +7
Senses Darkvision 60 ft., Passive Perception 13
Languages None
CR 1 (XP 200; PB +2)

Actions

Multiattack. The tiger makes one Pounce attack and uses Prowl.

Pounce. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage. If the tiger had Advantage on the attack roll, the target takes an extra 3 (1d6) Slashing damage and, if it is Huge or smaller, has the Prone condition.

Prowl. The tiger moves up to half its Speed without provoking Opportunity Attacks. At the end of this movement, the tiger can take the Hide action.

Venomous Snake

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 5 (2d4)
Speed 30 ft., Swim 30 ft.

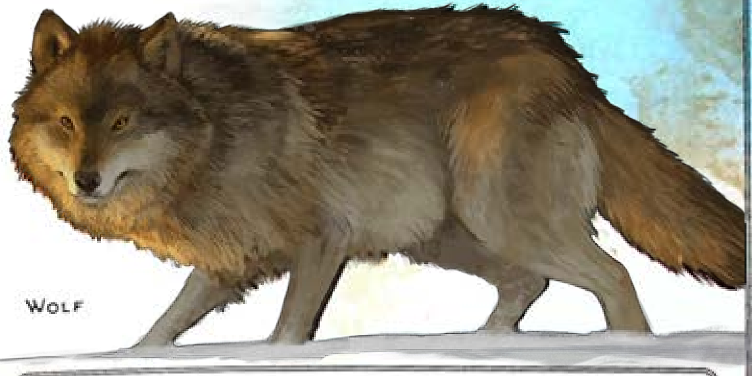
		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	15	+2	+2	**Con**	11	+0	+0
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	3	−4	−4

Senses Blindsight 10 ft., Passive Perception 10
Languages None
CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage plus 3 (1d6) Poison damage.

PATRIK HILL



Wolf

Warhorse

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 19 (3d10 + 3)
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	12	+1	+1	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	12	+1	+3	**Cha**	7	−2	−2

Senses Passive Perception 11
Languages None
CR 1/2 (XP 100; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Bludgeoning damage. If the horse moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and, if it is Huge or smaller, has the Prone condition.

Weasel

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 1 (1d4 − 1)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	−4	−4	**Dex**	16	+3	+3	**Con**	8	−1	−1
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	3	−4	−4

Skills Acrobatics +5, Perception +3, Stealth +5
Senses Darkvision 60 ft., Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Piercing damage.

BORJA PINDADO

Wolf

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 11 (2d8 + 2)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	15	+2	+2	**Con**	12	+1	+1
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	6	−2	−2

Skills Perception +5, Stealth +4
Senses Darkvision 60 ft., Passive Perception 15
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Pack Tactics. The wolf has Advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage, and the target has the Prone condition if it is Medium or smaller.

Zombie

Medium Undead, Neutral Evil

AC 8 **Initiative** −2 (8)
HP 15 (2d8 + 6)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	6	−2	−2	**Con**	16	+3	+3
Int	3	−4	−4	**Wis**	6	−2	+0	**Cha**	5	−3	−3

Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 8
Languages Understands the languages it knew in life but can't speak
CR 1/4 (XP 50; PB +2)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 plus the damage taken unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage.

APPENDIX C

Rules Glossary

Glossary Conventions

The glossary uses the following conventions:

Tags in Brackets. Some entries have a tag in brackets after the entry's name, as in "Attack [Action]." A tag—Action, Area of Effect, Attitude, Condition, or Hazard—indicates that a rule is part of a family of rules. The tags also have glossary entries.

"You." The game's rules—in this glossary and elsewhere—often talk about something happening to you in the game world. That "you" refers to the creature or object that the rule applies to in a particular moment of play. For example, the "you" in the Prone condition is a creature that currently has that condition.

"See Also." Some glossary entries include a *See also* section that points to other entries in the glossary, to chapters in this book, or both.

No Obsolete Terms. The glossary contains definitions of current rules terms only. If you're looking for a term from an earlier version of the fifth edition rules, consult the index.

Abbreviations. The abbreviations listed below appear in this glossary and elsewhere in the rules.

AC	Armor Class
C	Concentration
CE	Chaotic Evil
CG	Chaotic Good
Cha.	Charisma
CN	Chaotic Neutral
Con.	Constitution
CP	Copper Piece(s)
CR	Challenge Rating
DC	Difficulty Class
Dex.	Dexterity
DM	Dungeon Master
EP	Electrum Piece(s)
GP	Gold Piece(s)
HP	Hit Point(s)
Int.	Intelligence
LE	Lawful Evil
LG	Lawful Good
LN	Lawful Neutral
M	Material component
N	Neutral
NE	Neutral Evil
NG	Neutral Good
NPC	Nonplayer character
PB	Proficiency Bonus
PP	Platinum Piece(s)
R	Ritual
S	Somatic component
SP	Silver Piece(s)
Str.	Strength
V	Verbal component
Wis.	Wisdom
XP	Experience Point(s)

Rules Definitions

Here are definitions of various rules.

Ability Check

An ability check is a D20 Test that represents using one of the six abilities—or a specific skill associated with an ability—to overcome a challenge. *See also* chapter 1 ("D20 Tests" and "Proficiency").

Ability Score and Modifier

A creature has six ability scores—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—each of which has a corresponding modifier. Add the modifier when you make a D20 Test with the corresponding ability or when a rule asks you to do so. *See also* chapter 1 ("The Six Abilities").

Action

On your turn, you can take one action. Choose which action to take from those below or from the special actions provided by your features. *See also* chapter 1 ("Actions"). These actions are defined elsewhere in this glossary:

Attack
Dash
Disengage
Dodge
Help
Hide
Influence
Magic
Ready
Search
Study
Utilize

Advantage

If you have Advantage on a D20 Test, roll two d20s, and use the higher roll. A roll can't be affected by more than one Advantage, and Advantage and Disadvantage on the same roll cancel each other. *See also* chapter 1 ("D20 Tests").

Adventure

An adventure is a series of encounters. A story emerges through playing them. *See also* "Encounter."

Alignment

A creature's alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral). These factors allow for nine possible combinations, such as Lawful Good and Neutral Evil. *See also* chapter 2 ("Create Your Character").

Ally

A creature is your ally if it is a member of your adventuring party, your friend, on your side in combat, or a creature that the rules or the DM designates as your ally.

Area of Effect

The descriptions of many spells and other features specify that they have an area of effect, which typically has one of six shapes. These shapes are defined elsewhere in this glossary:

Cone
Cube
Cylinder
Emanation
Line
Sphere

An area of effect has a point of origin, a location from which the effect's energy erupts. The rules for each shape specify how to position its point of origin. If all straight lines extending from the point of origin to a location in the area of effect are blocked, that location isn't included in the area of effect. To block a line, an obstruction must provide Total Cover. *See also* "Cover."

If the creator of an area of effect places it at an unseen point and an obstruction—such as a wall—is between the creator and that point, the point of origin comes into being on the near side of the obstruction.

Armor Class

An Armor Class (AC) is the target number for an attack roll. AC represents how difficult it is to hit a target.

Your base AC calculation is 10 plus your Dexterity modifier. If a rule gives you another base AC calculation, you choose which calculation to use; you can't use more than one. *See also* "Attack Roll."

Armor Training

Armor training allows you to use armor of a certain category without the following drawbacks. If you wear Light, Medium, or Heavy armor and lack training with it, you have Disadvantage on any D20 Test that involves Strength or Dexterity, and you can't cast spells. If you use a Shield and lack training with it, you don't gain its AC bonus. *See also* "Disadvantage" and chapter 6 ("Armor").

Attack [Action]

When you take the Attack action, you can make one attack roll with a weapon or an Unarmed Strike.

Equipping and Unequipping Weapons. You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don't need to use it for that attack. Equipping a weapon includes drawing it from a sheath or picking it up. Unequipping a weapon includes sheathing, stowing, or dropping it.

Moving between Attacks. If you move on your turn and have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack action, you can use some or all of that movement to move between those attacks.

Attack Roll

An attack roll is a D20 Test that represents making an attack with a weapon, an Unarmed Strike, or a spell. *See also* chapter 1 ("D20 Tests").

Attitude

A monster has a starting attitude toward a player character: Friendly, Hostile, or Indifferent. *See also* "Friendly," "Hostile," "Indifferent," and "Influence."

Attunement

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. A creature can have Attunement with no more than three magic items at a time. *See also* chapter 6 ("Magic Items").

Blinded [Condition]

While you have the Blinded condition, you experience the following effects.

Can't See. You can't see and automatically fail any ability check that requires sight.

Attacks Affected. Attack rolls against you have Advantage, and your attack rolls have Disadvantage.

Blindsight

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness. Moreover, in that range, you can see something that has the Invisible condition.

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BLOODIED

A creature is Bloodied while it has half its Hit Points or fewer remaining.

BONUS ACTION

A Bonus Action is a special action that you can take on the same turn that you take an action. You can't take more than one Bonus Action on a turn, and you have a Bonus Action to take only if a rule explicitly says so. *See also* chapter 1 ("Actions").

BREAKING OBJECTS

Objects can be harmed by attacks and by some spells, using the rules below. If an object is exceedingly fragile, the DM may allow a creature to break it automatically with the Attack or Utilize action.

Armor Class. The Object Armor Class table suggests ACs for various substances.

OBJECT ARMOR CLASS

AC	Substance	AC	Substance
11	Cloth, paper, rope	19	Iron, steel
13	Crystal, glass, ice	21	Mithral
15	Wood	23	Adamantine
17	Stone		

Hit Points. An object is destroyed when it has 0 Hit Points. The Object Hit Points table suggests Hit Points for fragile and resilient objects that are Large or smaller. To track Hit Points for a Huge or Gargantuan object, divide it into Large or smaller sections, and track each section's Hit Points separately. The DM determines whether destroying part of an object causes the whole thing to collapse.

OBJECT HIT POINTS

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, dining table)	5 (1d10)	27 (5d10)

Damage Types and Objects. Objects have Immunity to Poison and Psychic damage. The DM might decide that some damage types are more or less effective against an object. For example, Bludgeoning damage works well for smashing things but not for cutting. Paper or cloth objects might have Vulnerability to Fire damage.

Damage Threshold. Big objects, such as castle walls, often have extra resilience represented by a damage threshold. *See also* "Damage Threshold."

No Ability Scores. An object lacks ability scores unless a rule assigns scores to the object. Without ability scores, an object can't make ability checks, and it fails all saving throws.

BRIGHT LIGHT

Bright Light is normal illumination. *See also* chapter 1 ("Exploration").

BURNING [HAZARD]

A burning creature or object takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire on yourself by giving yourself the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

BURROW SPEED

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can't burrow through solid rock unless the creature has a trait that allows it to do so. *See also* "Speed."

CAMPAIGN

A campaign is a series of adventures. *See also* "Adventure."

CANTRIP

A cantrip is a level 0 spell, which is cast without a spell slot. *See also* chapter 7.

CARRYING CAPACITY

Your size and Strength score determine the maximum weight in pounds that you can carry, as shown in the Carrying Capacity table. The table also shows the maximum weight you can drag, lift, or push.

While dragging, lifting, or pushing weight in excess of the maximum weight you can carry, your Speed can be no more than 5 feet.

CARRYING CAPACITY

Creature Size	Carry	Drag/Lift/Push
Tiny	Str. × 7.5 lb.	Str. × 15 lb.
Small/Medium	Str. × 15 lb.	Str. × 30 lb.
Large	Str. × 30 lb.	Str. × 60 lb.
Huge	Str. × 60 lb.	Str. × 120 lb.
Gargantuan	Str. × 120 lb.	Str. × 240 lb.

CHALLENGE RATING

Challenge Rating (CR) summarizes the threat a monster poses to a group of four player characters. Compare a monster's CR to the characters' level. If the CR is higher, the monster is likely a danger. If the CR is lower, the monster likely poses little threat. But circumstances and the number of player characters can significantly alter how threatening a monster is in actual play. The *Dungeon Master's Guide* provides guidance to the DM on using CR while planning potential combat encounters. *See also* "Stat Block."

CHARACTER SHEET

A character sheet is a paper or digital record that you use to track your character's information. *See also* chapter 2.

CHARMED [CONDITION]

While you have the Charmed condition, you experience the following effects.

Can't Harm the Charmer. You can't attack the charmer or target the charmer with damaging abilities or magical effects.

Social Advantage. The charmer has Advantage on any ability check to interact with you socially.

CLIMBING

While you're climbing, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Climb Speed and use it to climb.

At the DM's option, climbing a slippery surface or one with few handholds might require a successful DC 15 Strength (Athletics) check.

CLIMB SPEED

A Climb Speed can be used in place of Speed to traverse a vertical surface without expending the extra movement normally associated with climbing. *See also* "Climbing" and "Speed."

CONCENTRATION

Some spells and other effects require Concentration to remain active, as specified in their descriptions. If the effect's creator loses Concentration, the effect ends. If the effect has a maximum duration, the effect's description specifies how long the creator can concentrate on it: up to 1 minute, 1 hour, or some other duration. The creator can end Concentration at any time (no action required). The following factors break Concentration.

Another Concentration Effect. You lose Concentration on an effect the moment you start casting a spell that requires Concentration or activate another effect that requires Concentration.

Damage. If you take damage, you must succeed on a Constitution saving throw to maintain Concentration. The DC equals 10 or half the damage taken (round down), whichever number is higher, up to a maximum DC of 30.

Incapacitated or Dead. Your Concentration ends if you have the Incapacitated condition or you die.

CONDITION

A condition is a temporary game state. The definition of a condition says how it affects its recipient, and various rules define how to end a condition. This glossary defines these conditions:

Blinded
Charmed
Deafened
Exhaustion
Frightened
Grappled
Incapacitated
Invisible
Paralyzed
Petrified
Poisoned
Prone
Restrained
Stunned
Unconscious

A condition doesn't stack with itself; a recipient either has a condition or doesn't. The Exhaustion condition is an exception to that rule. *See also* chapter 1 ("Conditions").

Cone [Area of Effect]

A Cone is an area of effect that extends in straight lines from a point of origin in a direction its creator chooses. A Cone's width at any point along its length is equal to that point's distance from the point of origin. For example, a Cone is 15 feet wide at a point along its length that is 15 feet from the point of origin. The effect that creates a Cone specifies its maximum length.

A Cone's point of origin isn't included in the area of effect unless its creator decides otherwise.

Cover

Cover provides a degree of protection to a target behind it. There are three degrees of cover, each of which provides a different benefit to a target: Half Cover (+2 bonus to AC and Dexterity saving throws), Three-Quarters Cover (+5 bonus to AC and Dexterity saving throws), and Total Cover (can't be targeted directly). If behind more than one degree of cover, a target benefits only from the most protective degree. *See also* chapter 1 ("Combat").

Crawling

While you're crawling, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). *See also* "Speed."

Creature

Any being in the game, including a player's character, is a creature. *See also* "Creature Type."

Creature Type

Every creature, including every player character, has a tag in the rules that identifies the type of creature it is. Most player characters are of the Humanoid type. These are the game's creature types:

Aberration
Beast
Celestial
Construct
Dragon
Elemental
Fey
Fiend
Giant
Humanoid
Monstrosity
Ooze
Plant
Undead

The types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways.

Critical Hit

If you roll a 20 on the d20 for an attack roll, you score a Critical Hit, and the attack hits regardless of any modifiers or the target's AC. A Critical Hit lets you roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers. *See also* chapter 1 ("Damage and Healing").

Cube [Area of Effect]

A Cube is an area of effect that extends in straight lines from a point of origin located anywhere on a face of the Cube. The effect that creates a Cube specifies its size, which is the length of each side.

A Cube's point of origin isn't included in the area of effect unless its creator decides otherwise.

Curses

Some game effects curse a creature or an object. The effect that confers a curse defines what the curse does. Curses can be removed by the *Remove Curse* and *Greater Restoration* spells or other magic that explicitly ends curses.

Cylinder [Area of Effect]

A Cylinder is an area of effect that extends in straight lines from a point of origin located at the center of the circular top or bottom of the Cylinder. The effect that creates a Cylinder specifies the radius of the Cylinder's base and the Cylinder's height.

A Cylinder's point of origin is included in the area of effect.

D20 Test

D20 Tests encompass the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of these rolls. The DM determines whether a D20 Test is warranted in a given circumstance. *See also* chapter 1 ("D20 Tests").

Damage

Damage represents harm that causes a creature or an object to lose Hit Points.

Damage Roll

A damage roll is a die roll, adjusted by any applicable modifiers, that deals damage to a target. *See also* chapter 1 ("Damage and Healing").

Damage Threshold

A creature or an object that has a damage threshold has Immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes that entire instance of damage. Any damage that fails to meet or exceed the damage threshold is superficial and doesn't reduce Hit Points. For example, if an object has a damage threshold of 10, the object takes no damage if 9 damage is dealt to it, since that damage fails to exceed the threshold. If the same object is dealt 11 damage, it takes all of that damage.

DAMAGE TYPES

Attacks and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as Resistance, rely on the types. The Damage Types table offers examples to help a DM assign a type to a new effect.

DAMAGE TYPES

Type	Examples
Acid	Corrosive liquids, digestive enzymes
Bludgeoning	Blunt objects, constriction, falling
Cold	Freezing water, icy blasts
Fire	Flames, unbearable heat
Force	Pure magical energy
Lightning	Electricity
Necrotic	Life-draining energy
Piercing	Fangs, puncturing objects
Poison	Toxic gas, venom
Psychic	Mind-rending energy
Radiant	Holy energy, searing radiation
Slashing	Claws, cutting objects
Thunder	Concussive sound

DARKNESS

An area of Darkness is Heavily Obscured. *See also* "Heavily Obscured" and chapter 1 ("Exploration").

DARKVISION

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of gray. *See also* chapter 1 ("Exploration").

DASH [ACTION]

When you take the Dash action, you gain extra movement for the current turn. The increase equals your Speed after applying any modifiers. With a Speed of 30 feet, for example, you can move up to 60 feet on your turn if you Dash. If your Speed of 30 feet is reduced to 15 feet, you can move up to 30 feet this turn if you Dash.

If you have a special speed, such as a Fly Speed or Swim Speed, you can use that speed instead of your Speed when you take this action. You choose which speed to use each time you take it. *See also* "Speed."

DEAD

A dead creature has no Hit Points and can't regain them unless it is first revived by magic such as the *Raise Dead* or *Revivify* spell. When such a spell is cast, the spirit knows who is casting it and can refuse. The spirit of a dead creature has left the body and departed for the Outer Planes, and reviving the creature requires calling the spirit back.

If the creature returns to life, the revival effect determines the creature's current Hit Points. Unless otherwise stated, the creature returns to life with any conditions, magical contagions, or curses that were affecting it at death if the durations of those effects are still ongoing. If the creature died with any Exhaustion levels, it returns with 1 fewer level. If the creature had Attunement to one or more magic items, it is no longer attuned to them.

DEAFENED [CONDITION]

While you have the Deafened condition, you experience the following effect.

Can't Hear. You can't hear and automatically fail any ability check that requires hearing.

DEATH SAVING THROW

A player character must make a Death Saving Throw (also called a Death Save) if they start their turn with 0 Hit Points. *See also* chapter 1 ("Damage and Healing").

DEHYDRATION [HAZARD]

A creature requires an amount of water per day based on its size, as shown in the Water Needs per Day table. A creature that drinks less than half the required water for a day gains 1 Exhaustion level at the day's end. Exhaustion caused by dehydration can't be removed until the creature drinks the full amount of water required for a day. *See also* "Exhaustion."

WATER NEEDS PER DAY

Size	Water	Size	Water
Tiny	1/4 gallon	Large	4 gallons
Small	1 gallon	Huge	16 gallons
Medium	1 gallon	Gargantuan	64 gallons

DIFFICULT TERRAIN

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't.

A space is Difficult Terrain if the space contains any of the following or something similar:

- A creature that isn't Tiny or your ally
- Furniture that is sized for creatures of your size or larger
- Heavy snow, ice, rubble, or undergrowth
- Liquid that's between shin- and waist-deep
- A narrow opening sized for a creature one size smaller than you
- A slope of 20 degrees or more

DIFFICULTY CLASS

A Difficulty Class (DC) is the target number for an ability check or a saving throw. *See also* chapter 1 ("D20 Tests").

DIM LIGHT

An area with Dim Light is Lightly Obscured. *See also* "Lightly Obscured" and chapter 1 ("Exploration").

DISADVANTAGE

If you have Disadvantage on a D20 Test, roll two d20s and use the lower roll. A roll can't be affected by more than one Disadvantage, and Advantage and Disadvantage on the same roll cancel each other. *See also* chapter 1 ("D20 Tests").

DISENGAGE [ACTION]

If you take the Disengage action, your movement doesn't provoke Opportunity Attacks for the rest of the current turn.

DODGE [ACTION]

If you take the Dodge action, you gain the following benefits: until the start of your next turn, any attack roll made against you has Disadvantage if you can see the attacker, and you make Dexterity saving throws with Advantage.

You lose these benefits if you have the Incapacitated condition or if your Speed is 0.

EMANATION [AREA OF EFFECT]

An Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or a stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

ENCOUNTER

An encounter is a scene in an adventure that is part of at least one of the game's three pillars: social interaction, exploration, or combat. *See also* chapter 1 ("Social Interaction," "Exploration," and "Combat").

ENEMY

A creature is your enemy if it fights against you in combat, actively works to harm you, or is designated as your enemy by the rules or DM.

EXHAUSTION [CONDITION]

While you have the Exhaustion condition, you experience the following effects.

Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6.

D20 Tests Affected. When you make a D20 Test, the roll is reduced by 2 times your Exhaustion level.

Speed Reduced. Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level.

Removing Exhaustion Levels. Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.

EXPERIENCE POINTS

As they overcome challenges and complete adventures, characters earn Experience Points (XP),

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which are awarded by the Dungeon Master. When a character's XP total crosses certain thresholds, the character's level increases. The *Dungeon Master's Guide* provides guidance on awarding XP. *See also* chapter 2 ("Level Advancement").

EXPERTISE

Expertise is a feature that enhances your use of a skill proficiency. When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check unless the bonus is doubled by another feature.

If you gain Expertise, you gain it in one skill in which you have proficiency. You can't have Expertise in the same skill proficiency more than once.

See also chapter 1 ("Proficiency").

FALLING [HAZARD]

A creature that falls takes 1d6 Bludgeoning damage at the end of the fall for every 10 feet it fell, to a maximum of 20d6. When the creature lands, it has the Prone condition unless it avoids taking any damage from the fall.

A creature that falls into water or another liquid can use its Reaction to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to hit the surface head or feet first. On a successful check, any damage resulting from the fall is halved.

FLYING

A variety of effects allow a creature to fly. While flying, you fall if you have the Incapacitated or Prone condition or your Fly Speed is reduced to 0. You can stay aloft in those circumstances if you can hover. *See also* "Falling" and "Fly Speed."

FLY SPEED

A Fly Speed can be used to travel through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die. *See also* "Flying" and "Speed."

FRIENDLY [ATTITUDE]

A Friendly creature views you favorably. You have Advantage on an ability check to influence a Friendly creature. *See also* "Influence."

FRIGHTENED [CONDITION]

While you have the Frightened condition, you experience the following effects.

Ability Checks and Attacks Affected. You have Disadvantage on ability checks and attack rolls while the source of fear is within line of sight.

Can't Approach. You can't willingly move closer to the source of fear.

GRAPPLED [CONDITION]

While you have the Grappled condition, you experience the following effects.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. You have Disadvantage on attack rolls against any target other than the grappler.

Movable. The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

GRAPPLING

A creature can grapple another creature. Characters typically grapple by using an Unarmed Strike. Many monsters have special attacks that allow them to quickly grapple prey. However a grapple is initiated, it follows these rules. *See also* "Unarmed Strike" and "Grappled."

Grappled Condition. Successfully grappling a creature gives it the Grappled condition.

One Grapple per Hand. A creature must have a hand free to grapple another creature. Some stat blocks and game effects allow a creature to grapple using a tentacle, a maw, or another body part. Whatever part a grappler uses, it can grapple only one creature at a time with that part, and the grappler can't use that part to target another creature unless it ends the grapple.

Escaping a Grapple. A Grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on itself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between the Grappled target and the grappler exceeds the grapple's range.

HAZARD

A hazard is an environmental danger. *See also* "Burning," "Dehydration," "Falling," "Malnutrition," and "Suffocation."

HEALING

Healing is how you regain Hit Points. *See also* chapter 1 ("Damage and Healing").

HEAVILY OBSCURED

You have the Blinded condition while trying to see something in a Heavily Obscured space. *See also* "Blinded," "Darkness," and chapter 1 ("Exploration").

HELP [ACTION]

When you take the Help action, you do one of the following.

Assist an Ability Check. Choose one of your skill or tool proficiencies and one ally who is near enough for you to assist verbally or physically when they make an ability check. That ally has Advantage on the next ability check they make with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. The DM has final say on whether your assistance is possible.

Assist an Attack Roll. You momentarily distract an enemy within 5 feet of you, giving Advantage to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

HEROIC INSPIRATION

If you (a player character) have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

HIDE [ACTION]

With the Hide action, you try to conceal yourself. To do so, you must succeed on a DC 15 Dexterity (Stealth) check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you have the Invisible condition. Make note of your check's total, which is the DC for a creature to find you with a Wisdom (Perception) check.

The condition ends on you immediately after any of the following occurs: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a Verbal component.

HIGH JUMP

When you make a High Jump, you leap into the air a number of feet equal to 3 plus your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing High Jump, you can jump only half that distance. Either way, each foot of the jump costs a foot of movement.

You can extend your arms half your height above yourself during the jump. Thus, you can reach a distance equal to the height of the jump plus 1½ times your height.

HIT POINT DICE

Hit Point Dice, or Hit Dice for short, help determine a player character's Hit Point maximum, as explained in chapter 2. Most monsters also have Hit Dice. A creature can spend Hit Dice during a Short Rest to regain Hit Points. *See also* "Short Rest."

HIT POINTS

Hit Points (HP) are a measure of how difficult it is to kill or destroy a creature or an object. Damage reduces Hit Points, and healing restores them. You can't have more Hit Points than your Hit Point maximum, and you can't have less than 0. *See also* "Breaking Objects" and chapter 1 ("Damage and Healing").

HOSTILE [ATTITUDE]

A Hostile creature views you unfavorably. You have Disadvantage on an ability check to influence a Hostile creature. *See also* "Influence."

HOVER

Some creatures can hover, as noted in their stat blocks, and some spells and other effects grant the ability to hover. Hovering while flying prevents you from falling in certain circumstances. *See also* "Flying."

ILLUSIONS

Spells and other effects sometimes create magical illusions. Such an effect defines what the illusion does and which senses or mental faculties it deceives.

If an illusion manifests in space, the illusion is insubstantial and weightless, yet it seems to be affected by the environment as if the illusion were real unless the effect that created it specifies otherwise. For example, a visual illusion of a creature casts shadows and reflections, and wind appears to affect the illusory creature. Similarly, an audible illusion echoes in an echoey space.

IMMUNITY

If you have Immunity to a damage type or a condition, it doesn't affect you in any way.

IMPROVISED WEAPONS

An improvised weapon is an object wielded as a makeshift weapon, such as broken glass, a table leg, or a frying pan. A Simple or Martial weapon also counts as an improvised weapon if it's wielded in a way contrary to its design; if you use a Ranged weapon to make a melee attack or throw a Melee weapon that lacks the Thrown property, the weapon counts as an improvised weapon. An improvised weapon follows the rules below.

Proficiency. Don't add your Proficiency Bonus to attack rolls with an improvised weapon.

Damage. On a hit, the weapon deals 1d4 damage of a type the DM thinks is appropriate for the object.

Range. If you throw the weapon, it has a normal range of 20 feet and a long range of 60 feet.

Weapon Equivalents. If an improvised weapon resembles a Simple or Martial weapon, the DM may say it functions as that weapon and uses that weapon's rules. For example, the DM could treat a table leg as a Club.

INCAPACITATED [CONDITION]

While you have the Incapacitated condition, you experience the following effects.

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you're Incapacitated when you roll Initiative, you have Disadvantage on the roll.

INDIFFERENT [ATTITUDE]

An Indifferent creature has no desire to help or hinder you. Indifferent is the default attitude of a monster. *See also* "Influence."

INFLUENCE [ACTION]

With the Influence action, you urge a monster to do something. Describe or roleplay how you're communicating with the monster. Are you trying to deceive, intimidate, amuse, or gently persuade? The DM then determines whether the monster feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below.

Willing. If your urging aligns with the monster's desires, no ability check is necessary; the monster fulfills your request in a way it prefers.

Unwilling. If your urging is repugnant to the monster or counter to its alignment, no ability check is necessary; it doesn't comply.

Hesitant. If you urge the monster to do something that it is hesitant to do, you must make an ability check, which is affected by the monster's attitude: Indifferent, Friendly, or Hostile, each of which is defined in this glossary. The Influence Checks table suggests which ability check to make based on how you're interacting with the monster. The DM chooses the check, which has a default DC equal to 15 or the monster's Intelligence score, whichever is higher. On a successful check, the monster does as urged. On a failed check, you must wait 24 hours (or a duration set by the DM) before urging it in the same way again.

INFLUENCE CHECKS

Ability Check	Interaction
Charisma (Deception)	Deceiving a monster that understands you
Charisma (Intimidation)	Intimidating a monster
Charisma (Performance)	Amusing a monster
Charisma (Persuasion)	Persuading a monster that understands you
Wisdom (Animal Handling)	Gently coaxing a Beast or Monstrosity

INITIATIVE

Initiative determines the order of turns during combat. The combat rules in chapter 1 explain how to roll Initiative.

Sometimes a DM might have combatants use their Initiative scores instead of rolling Initiative. Your Initiative score equals 10 plus your Dexterity

modifier. If you have Advantage on Initiative rolls, increase your Initiative score by 5. If you have Disadvantage on those rolls, decrease that score by 5. *See also* chapter 1 ("Combat").

INVISIBLE [CONDITION]

While you have the Invisible condition, you experience the following effects.

Surprise. If you're Invisible when you roll Initiative, you have Advantage on the roll.

Concealed. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.

Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.

JUMPING

When you jump, you make either a Long Jump (horizontal) or a High Jump (vertical). *See also* "Long Jump" and "High Jump."

KNOCKING OUT A CREATURE

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point. The creature then has the Unconscious condition and starts a Short Rest.

The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

LIGHTLY OBSCURED

You have Disadvantage on Wisdom (Perception) checks to see something in a Lightly Obscured space. *See also* "Dim Light" and chapter 1 ("Exploration").

LINE [AREA OF EFFECT]

A Line is an area of effect that extends from a point of origin in a straight path along its length and covers an area defined by its width. The effect that creates a Line specifies its length and width.

A Line's point of origin isn't included in the area of effect unless its creator decides otherwise.

LONG JUMP

When you make a Long Jump, you leap horizontally a number of feet up to your Strength score if you move at least 10 feet immediately before the jump. When you make a standing Long Jump, you can leap only half that distance. Either way, each foot you jump costs a foot of movement.

If you land in Difficult Terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check or have the Prone condition.

This Long Jump rule assumes that the height of the jump doesn't matter, such as a jump across a stream or chasm. At your DM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit the obstacle.

LONG REST

A Long Rest is a period of extended downtime—at least 8 hours—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

During sleep, you have the Unconscious condition. After you finish a Long Rest, you must wait at least 16 hours before starting another one.

Benefits of the Rest. To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points and all spent Hit Point Dice. If your Hit Point maximum was reduced, it returns to normal.

Ability Scores Restored. If any of your ability scores were reduced, they return to normal.

Exhaustion Reduced. If you have the Exhaustion condition, its level decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip

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- Taking any damage
- 1 hour of walking or other physical exertion

If you rested at least 1 hour before the interruption, you gain the benefits of a Short Rest. *See also* "Short Rest."

You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour per interruption to finish.

Magic [Action]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. *See also* "Concentration."

Magical Effect

An effect is magical if it is created by a spell, a magic item, or a phenomenon that a rule labels as magical.

Malnutrition [Hazard]

A creature needs an amount of food per day based on its size, as shown in the Food Needs per Day table. A creature that eats but consumes less than half the required food for a day must succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level at the day's end. A creature that eats nothing for 5 days automatically gains 1 Exhaustion level at the end of the fifth day as well as an additional level at the end of each subsequent day without food.

Exhaustion caused by malnutrition can't be removed until the creature eats the full amount of food required for a day. *See also* "Exhaustion."

Food Needs per Day

Size	Food	Size	Food
Tiny	1/4 pound	Large	4 pounds
Small	1 pound	Huge	16 pounds
Medium	1 pound	Gargantuan	64 pounds

Monster

A monster is a creature controlled by the DM, even if the creature is benevolent. *See also* "Creature" and "NPC."

Nonplayer Character

A nonplayer character (NPC) is a monster that has a personal name and a distinct personality. *See also* "Monster."

Object

An object is a nonliving, distinct thing. Composite things, like buildings, comprise more than one object. *See also* "Breaking Objects."

Occupied Space

A space is occupied if a creature is in it or if it is completely filled by objects.

Opportunity Attacks

You can make an Opportunity Attack when a creature that you can see leaves your reach using its action, its Bonus Action, its Reaction, or one of its speeds. To make the Opportunity Attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against the provoking creature. The attack occurs right before the creature leaves your reach. *See also* chapter 1 ("Combat").

Paralyzed [Condition]

While you have the Paralyzed condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

Speed 0. Your Speed is 0 and can't increase.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

PASSIVE PERCEPTION

Passive Perception is a score that reflects a creature's general awareness of its surroundings. The DM uses this score when determining whether a creature notices something without consciously making a Wisdom (Perception) check.

A creature's Passive Perception equals 10 plus the creature's Wisdom (Perception) check bonus. If the creature has Advantage on such checks, increase the score by 5. If the creature has Disadvantage on them, decrease the score by 5. For example, a level 1 character with a Wisdom of 15 and proficiency in Perception has a Passive Perception of 14 (10 + 2 + 2). If that character has Advantage on Wisdom (Perception) checks, the score becomes 19.

PER DAY

If a rule says you can use something a certain number of times per day, that means you must finish a Long Rest to use it again after you run out of uses.

PETRIFIED [CONDITION]

While you have the Petrified condition, you experience the following effects.

Turned to Inanimate Substance. You are transformed, along with any nonmagical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging.

Incapacitated. You have the Incapacitated condition.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Resist Damage. You have Resistance to all damage.

Poison Immunity. You have Immunity to the Poisoned condition.

PLAYER CHARACTER

A player character is a character controlled by a player. *See also* chapter 2.

POISONED [CONDITION]

While you have the Poisoned condition, you experience the following effect.

Ability Checks and Attacks Affected. You have Disadvantage on attack rolls and ability checks.

POSSESSION

Some effects cause a creature to be possessed by another creature or entity. A possessing effect defines how the possession operates. Possession can be prevented by the *Protection from Evil and Good* spell and ended by the *Dispel Evil and Good* spell.

PROFICIENCY

If you have proficiency with something, you can add your Proficiency Bonus to any D20 Test you make using that thing. A creature might have proficiency in a skill or saving throw or with a weapon or tool. *See also* chapter 1 ("Proficiency").

PRONE [CONDITION]

While you have the Prone condition, you experience the following effects.

Restricted Movement. Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can't right yourself.

Attacks Affected. You have Disadvantage on attack rolls. An attack roll against you has Advantage if the attacker is within 5 feet of you. Otherwise, that attack roll has Disadvantage.

REACTION

A Reaction is a special action taken in response to a trigger defined in the Reaction's description. You can take a Reaction on another creature's turn, and if you take it on your turn, you can do so even if you also take an action, a Bonus Action, or both. Once you take a Reaction, you can't take another one until the start of your next turn. The Opportunity Attack is a Reaction available to all creatures. *See also* "Opportunity Attacks" and chapter 1 ("Actions").

READY [ACTION]

You take the Ready action to wait for a particular circumstance before you act. To do so, you take this action on your turn, which lets you act by taking a Reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your Reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your Speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the zombie steps next to me, I move away."

When the trigger occurs, you can either take your Reaction right after the trigger finishes or ignore the trigger.

When you Ready a spell, you cast it as normal (expending any resources used to cast it) but hold its energy, which you release with your Reaction when the trigger occurs. To be readied, a spell must have a casting time of an action, and holding on to the spell's magic requires Concentration, which you can maintain up to the start of your next turn. If your Concentration is broken, the spell dissipates without taking effect.

RESISTANCE

If you have Resistance to a damage type, damage of that type is halved against you (round down). Resistance is applied only once to an instance of damage. *See also* chapter 1 ("Damage and Healing").

RESTRAINED [CONDITION]

While you have the Restrained condition, you experience the following effects.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage, and your attack rolls have Disadvantage.

Saving Throws Affected. You have Disadvantage on Dexterity saving throws.

RITUAL

If you have a spell prepared that has the Ritual tag, you can cast that spell as a Ritual. The Ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level. *See also* chapter 7.

ROUND DOWN

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

SAVE

Save is another name for a saving throw. *See also* "Saving Throw."

SAVING THROW

A saving throw—also called a save—represents an attempt to avoid or resist a threat. You normally make a saving throw only when a rule requires you to do so, but you can decide to fail the save without rolling. The result of a save is detailed in the effect that allowed it. If a target is forced to make a save and lacks the ability score used by it, the target automatically fails. *See also* chapter 1 ("D20 Tests").

SEARCH [ACTION]

When you take the Search action, you make a Wisdom check to discern something that isn't obvious. The Search table suggests which skills are applicable when you take this action, depending on what you're trying to detect.

SEARCH

Skill	Thing to Detect
Insight	Creature's state of mind
Medicine	Creature's ailment or cause of death
Perception	Concealed creature or object
Survival	Tracks or food

SHAPE-SHIFTING

If an effect, such as Wild Shape or the *Polymorph* spell, lets you shape-shift, its description specifies what happens to you. Unless that description says otherwise, any ongoing effects on you—conditions, spells, curses, and the like—carry over from one form to the other. You revert to your true form if you die.

SHORT REST

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than reading, talking, eating, or standing watch. To start a Short Rest, you must have at least 1 Hit Point.

Benefits of the Rest. When you finish the rest, you gain the following benefits:

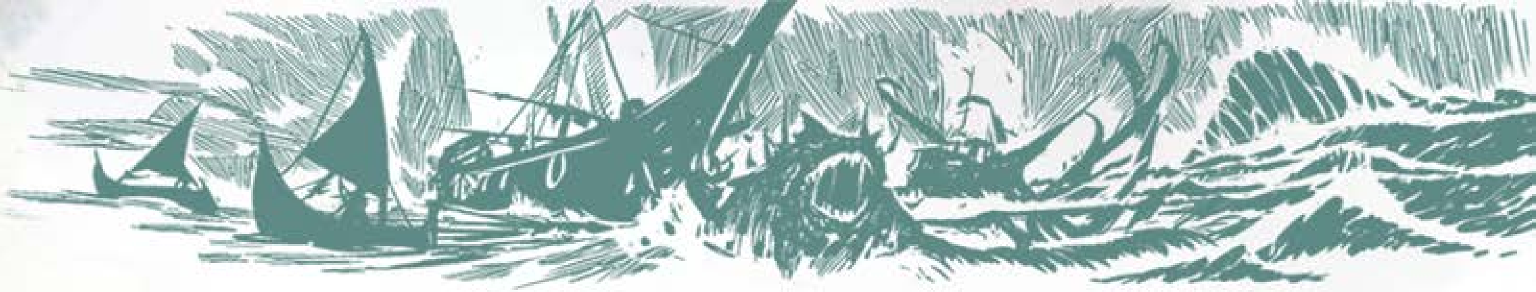
Spend Hit Point Dice. You can spend one or more of your Hit Point Dice to regain Hit Points. For each Hit Point Die you spend in this way, roll the die and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Point Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage

An interrupted Short Rest confers no benefits.



SIMULTANEOUS EFFECTS

If two or more things happen at the same time on a turn, the person at the game table—player or DM—whose turn it is decides the order in which those things happen. For example, if two effects occur at the start of a player character's turn, the player decides which of the effects happens first.

SIZE

A creature or an object belongs to a size category: Tiny, Small, Medium, Large, Huge, or Gargantuan. A creature's size determines how much space the creature occupies in combat. An object's size affects its Hit Points. *See also* "Breaking Objects" and chapter 1 ("Combat").

SKILL

A skill is an area of specialization associated with an ability check. If you have proficiency in a skill, you can add your Proficiency Bonus when you make an ability check associated with that skill. *See also* chapter 1 ("Proficiency").

SPEED

A creature has a Speed, which is the distance in feet the creature can cover when it moves on its turn. *See also* "Climbing," "Crawling," "Flying," "Jumping," "Swimming" and chapter 1 ("Combat").

Special Speeds. Some creatures have special speeds, such as a Burrow Speed, Climb Speed, Fly Speed, or Swim Speed, each of which is defined in this glossary. If you have more than one speed, choose which one to use when you move; you can switch between the speeds during your move. Whenever you switch, subtract the distance already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move. For example, if you have a Speed of 30 and a Fly Speed of 40, you could fly 10 feet, walk 10 feet, and leap into the air to fly 20 feet more.

Changes to Your Speeds. If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

SPELL

A spell is a magical effect that has the characteristics described in chapter 7.

SPELL ATTACK

A spell attack is an attack roll made as part of a spell or another magical effect. *See also* chapter 7 ("Casting Spells").

SPELLCASTING FOCUS

A Spellcasting Focus is an object that certain creatures can use in place of a spell's Material components if those materials aren't consumed by the spell and don't have a cost specified. Some classes allow its members to use certain types of Spellcasting Focuses. *See also* chapter 7 ("Casting Spells").

SPHERE [AREA OF EFFECT]

A Sphere is an area of effect that extends in straight lines from a point of origin outward in all directions. The effect that creates a Sphere specifies the distance it extends as the radius of the Sphere.

A Sphere's point of origin is included in the Sphere's area of effect.

STABLE

A creature is Stable if it has 0 Hit Points but isn't required to make Death Saving Throws. *See also* chapter 1 ("Damage and Healing").

STAT BLOCK

A stat block contains the game statistics of a monster. Each stat block includes the following information presented after the monster's name.

Size. A monster is Tiny, Small, Medium, Large, Huge, or Gargantuan. *See also* "Size."

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Creature Type. This entry notes the family of beings a monster belongs to, along with any descriptive tags. *See also* "Creature Type."

Alignment. An alignment is suggested for the monster, with the DM determining its actual alignment. *See also* "Alignment."

AC, Initiative, and HP. These entries give the monster's Armor Class, Initiative, and Hit Points, which are detailed in chapter 1. In parentheses after the Hit Points, the monster's Hit Point Dice are provided, along with the contribution of its Constitution, if any, to its Hit Points. Following the Initiative modifier is an Initiative score. Some creatures that are created by magic lack Hit Dice and Initiative information.

Speed. Here the monster's Speed is provided, along with any special speeds. *See also* "Burrow Speed," "Climb Speed," "Fly Speed," and "Swim Speed."

Ability Scores. A table provides the monster's ability scores, modifiers, and saving throw modifiers, all of which are detailed in chapter 1.

Skills. This entry lists the monster's skill proficiencies, if any. *See also* chapter 1 ("Proficiency").

Resistances and Vulnerabilities. These entries list the monster's Resistances and Vulnerabilities, if any. *See also* "Resistance" and "Vulnerability."

Immunities. This section lists the monster's damage and condition Immunities, if any. *See also* "Immunity."

Gear. If the monster has any equipment that can be given away or retrieved, it's listed in this entry.

Senses. This entry lists the monster's special senses, such as Darkvision, and its Passive Perception. *See also* "Passive Perception."

Languages. This entry lists any languages the monster knows.

CR. Challenge Rating summarizes the threat a monster poses and is detailed in the *Monster Manual*. The Experience Points characters receive for defeating a monster and its Proficiency Bonus follow. Some creatures that are created by magic have no CR. *See also* "Challenge Rating" and "Experience Points."

Traits. The monster's traits, if any, are features that are active at all times or in certain situations.

Actions. The monster can take these actions in addition to those detailed in this glossary. *See also* chapter 1 ("Actions").

Bonus Actions. If the monster has Bonus Action options, they are listed in this section.

Reactions. If the monster can take special Reactions, those are listed in this section.

Attack Notation. The entry for a monster's attack starts by identifying whether the attack is a melee or a ranged attack and then provides the attack roll's bonus, its reach or range, and what happens on a hit. An attack is against one target unless its entry says otherwise.

Saving Throw Effect Notation. If an effect forces a saving throw, the effect's entry starts by identifying the kind of saving throw required and then provides the save's DC, a description of which creatures must make the save, and what happens on a failed or a successful save.

Damage Notation. A stat block usually provides both a static number and a die expression for each instance of damage. For example, an attack might deal 4 (1d4 + 2) damage on a hit. The DM determines whether you use the static number or the die expression in parentheses; you don't use both.

Study [Action]

When you take the Study action, you make an Intelligence check to study your memory, a book, a clue, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which skills are applicable to various areas of knowledge.

Areas of Knowledge

Skill	Areas
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
History	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

STUNNED [CONDITION]

While you have the Stunned condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

SUFFOCATION [HAZARD]

A creature can hold its breath for a number of minutes equal to 1 plus its Constitution modifier (minimum of 30 seconds) before suffocation begins. When a creature runs out of breath or is choking, it gains 1 Exhaustion level at the end of each of its turns. When a creature can breathe again, it removes all levels of Exhaustion it gained from suffocating.

SURPRISE

If a creature is caught unawares by the start of combat, that creature is surprised, which causes it to have Disadvantage on its Initiative roll. *See also* chapter 1 ("Combat").

SWIMMING

While you're swimming, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Swim Speed and use it to swim. At the DM's option, moving any distance in rough water might require a successful DC 15 Strength (Athletics) check.

SWIM SPEED

A Swim Speed can be used to swim without expending the extra movement normally associated with swimming. *See also* "Swimming" and "Speed."

TARGET

A target is the creature or object targeted by an attack roll, forced to make a saving throw by an effect, or selected to receive the effects of a spell or another phenomenon.

TELEPATHY

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. Unless a rule states otherwise, the contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact can't be initiated and is immediately broken if either the telepath or the other creature has the Incapacitated condition. Telepathic contact is also broken if the contacted creature is no longer within the telepathy's range or if the telepath contacts a different creature within range.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the non-telepath can communicate mentally to the telepath until the telepathic connection ends.

TELEPORTATION

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you're wearing and carrying teleports with you. If you're touching another creature when you teleport, that creature doesn't teleport with you unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

TEMPORARY HIT POINTS

Temporary Hit Points are granted by certain effects and act as a buffer against losing real Hit Points. *See also* chapter 1 ("Damage and Healing").

TREMORSENSE

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

TRUESIGHT

If you have Truesight, your vision is enhanced within a specified range. Within that range, your vision pierces through the following:

Darkness. You can see in normal and magical Darkness.

Invisibility. You see creatures and objects that have the Invisible condition.

Visual Illusions. Visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

Transformations. You discern the true form of any creature or object you see that has been transformed by magic.

Ethereal Plane. You see into the Ethereal Plane. *See also* appendix A ("Transitive Planes").

UNARMED STRIKE

Instead of using a weapon to make a melee attack, you can use a punch, kick, head-butt, or similar forceful blow. In game terms, this is an Unarmed Strike—a melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect.

Damage. You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 plus your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it. *See also* "Grappling."

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 plus your Strength modifier and Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

UNCONSCIOUS [CONDITION]

While you have the Unconscious condition, you experience the following effects.

Inert. You have the Incapacitated and Prone conditions, and you drop whatever you're holding. When this condition ends, you remain Prone.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Unaware. You're unaware of your surroundings.

UNOCCUPIED SPACE

A space is unoccupied if no creatures are in it and it isn't completely filled by objects.

UTILIZE [ACTION]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

VULNERABILITY

If you have Vulnerability to a damage type, damage of that type is doubled against you. Vulnerability is applied only once to an instance of damage. *See also* chapter 1 ("Damage and Healing").

WEAPON

A weapon is an object that is in the Simple or Martial weapon category. *See also* chapter 6 ("Weapons").

WEAPON ATTACK

A weapon attack is an attack roll made with a weapon. *See also* "Weapon."

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